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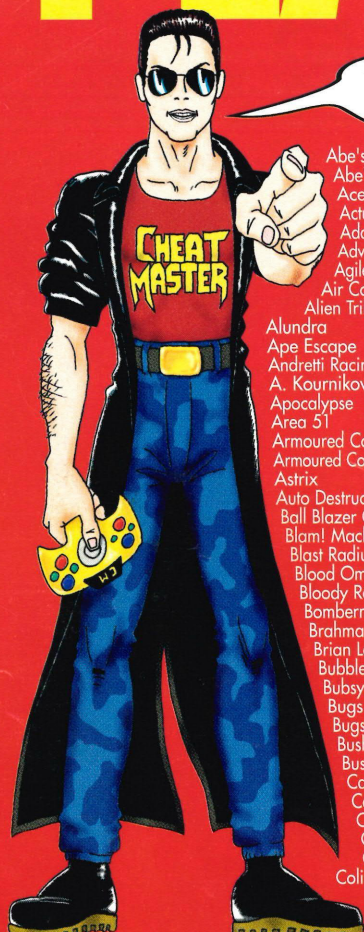
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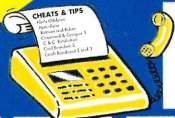
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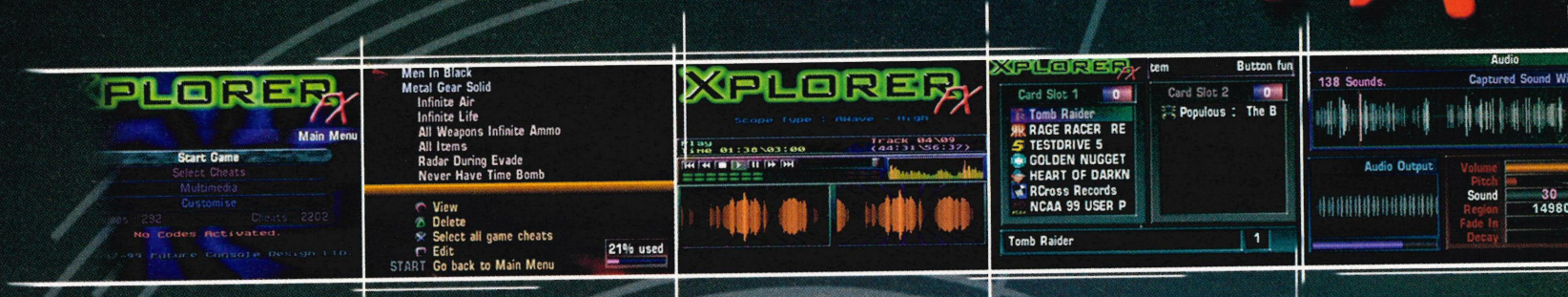
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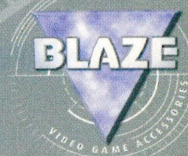
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PlayStation^{PRO} MAGAZINE



Get a life, get a PlayStation, get PlayStation Pro

So this is it. We're approaching the last Christmas without PlayStation 2. Can we really be given enough to keep us busy until next Autumn? You bet your arse we can. The briefest of looks at the huge titles we're reviewing this month should be enough to convince to stay in rather than go to the pub every night. How else will you be able to play the likes of Final Fantasy VIII and Dino Crisis. Not to mention the superb Tony Hawk's Pro Skateboarder.

We may be coming towards the end of the original PlayStation's natural lifespan, but the legacy lives on. We can only expect bigger and better things in the new millennium, and while we're not exactly immersing ourselves into Holodecks just yet, we'll settle for Gran Turismo 3 on the PlayStation 2 for now.

So open up the pages and become a part of the UK's fastest growing PlayStation Magazine, you know you want to!



Loads more
KICKIN' UEFA
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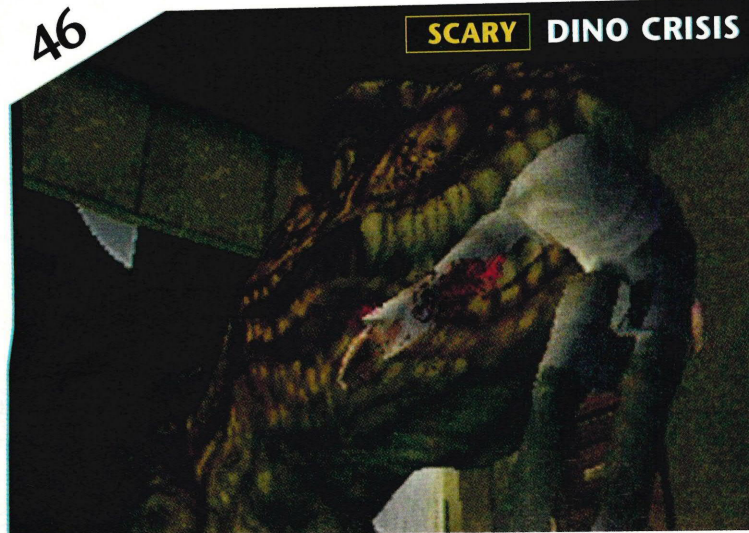


BLISTERIN' MISSION IMPOSSIBLE



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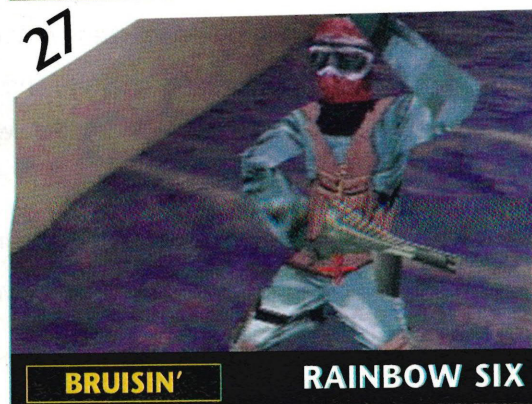
SCARY DINO CRISIS



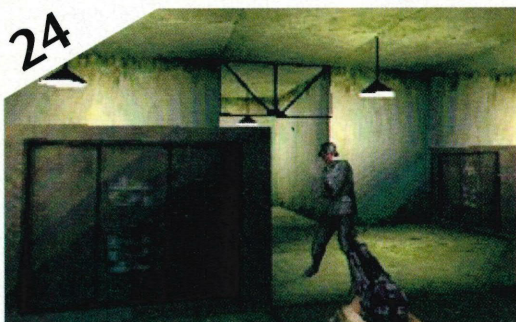
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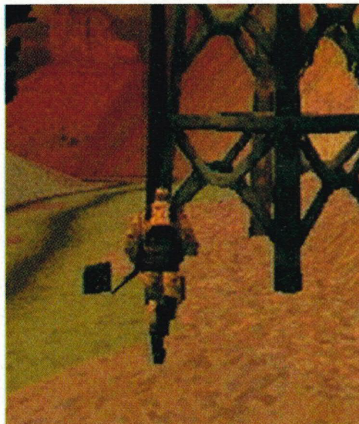


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WAR GAMES

What is it good for? War spesh'



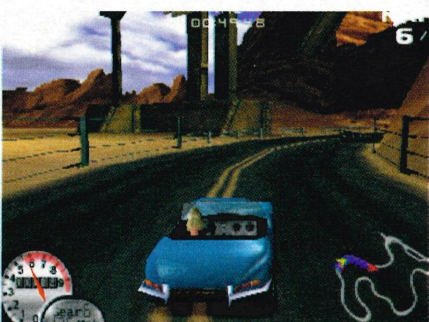
Roadkillin'

ROADSTERS

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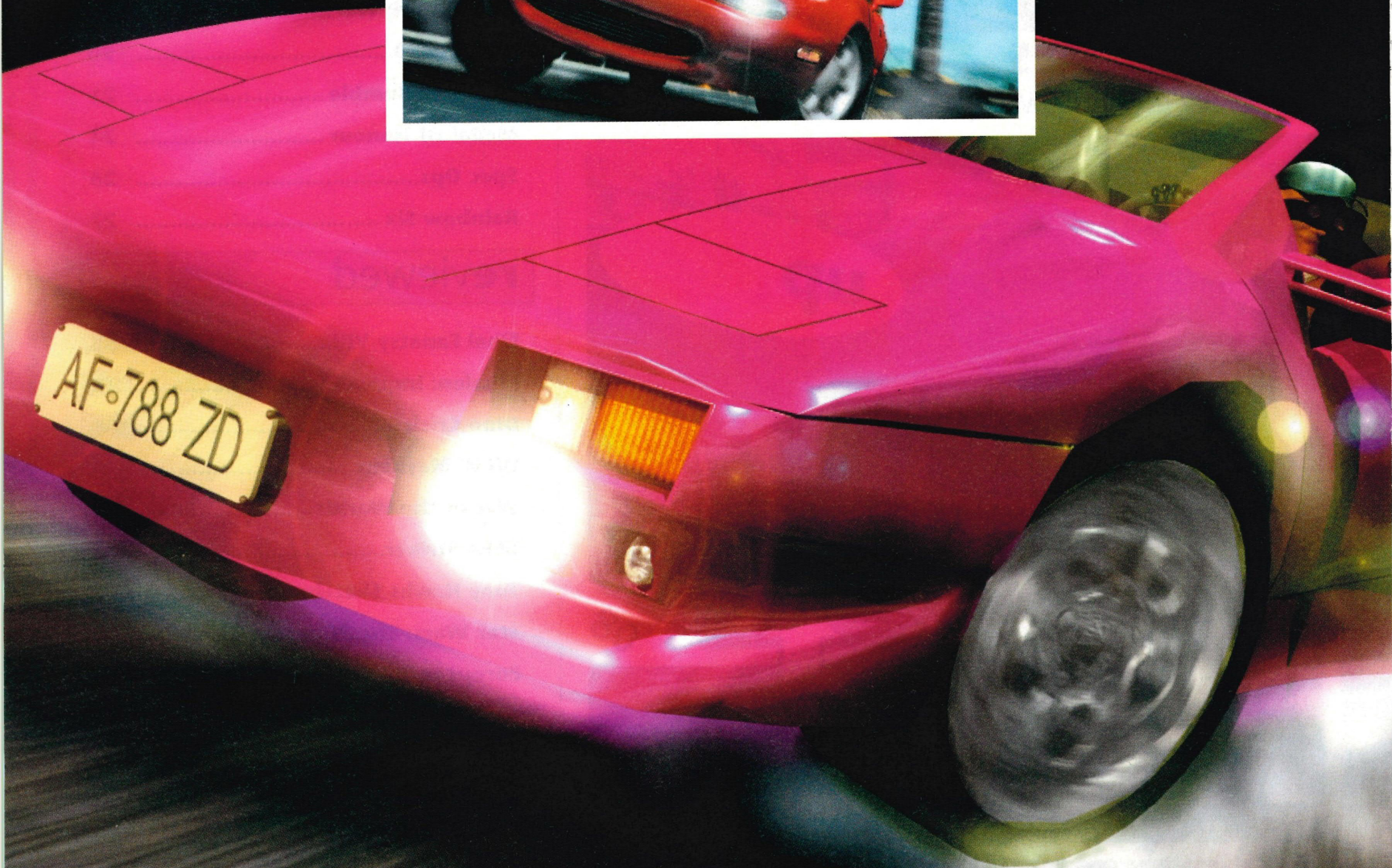
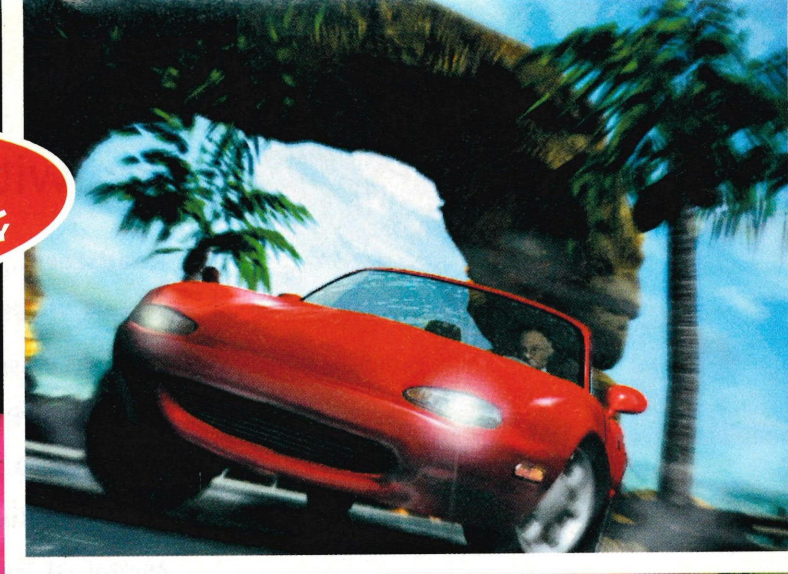
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upfront
COVER STORY



Roads

Arcade gear-shifter screams around a fictitious corner

There are certain things we don't tend to dwell on here at Pro Mansions. When we review a game we don't give a monkey's if it was a good game on the PC. We review it on its merits as it stands - that is, as a PlayStation game. We also

don't tend to bother about which company is actually making it, as we don't see the relevance 99% of the time.

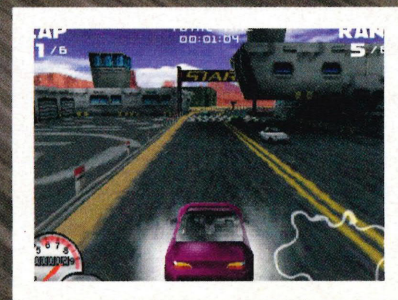
Things are ever so slightly different with Roadsters though. Publisher Titus has been around far longer than the PlayStation but in the last six months they have gone ballistic in terms of size. They've been buying up companies left, right and centre and now find themselves as the third biggest in Europe behind Eidos and Infogrames.

Now it's crunch time. If they want to maintain this position they need to back it up with software of a quality we haven't seen before from them.

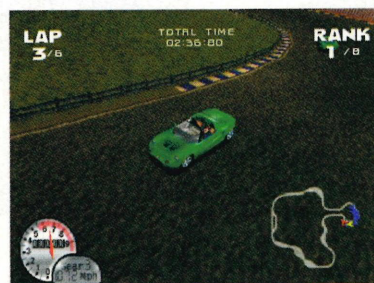
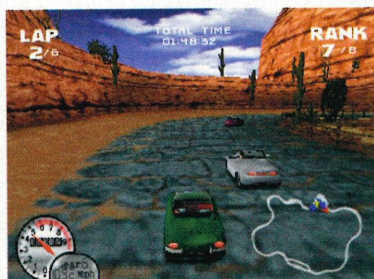
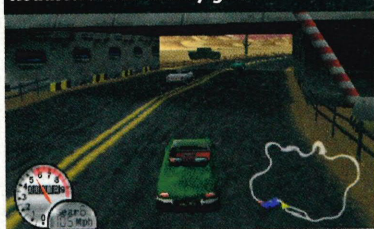
Step forward Roadsters.

Stop. Don't turn the page. Yes it is "yet another PlayStation driving game". Yes - we do have too many already and if you give us a chance we'll set about telling you exactly why you should go out, buy it and place it proudly in your pile alongside Gran Turismo and Colin McRae Rally.

Arsé. Inadvertently we've already compared it to two of the best race games of all time but yet Roadsters is nothing like these two simulations. What we have loading up on the machine in front of us is fast, frantic, frenetic fun (parents please note: four consecutive F-words, none of which you can complain about so get off our



Great scenery is just part of why Roadsters is so bloody good



backs!). Roadsters is pure arcade baby, and besides the likes of Ridge Racer 4, nothing else comes close.

Alright then. Next problem. "I already have Ridge Racer 4" you're saying to us. A wise purchase we'd reply but that shouldn't mean that Roadsters should be as difficult to accept into your lovely home as a two-legged bull terrier with rabies and a fancy for small children's faces. In fact, history shows us that you clowns go out and buy the new version of FIFA Soccer year in year out - and they're the same bloody game!

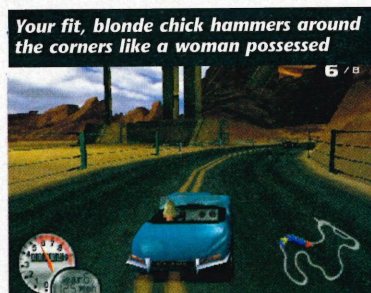
So what have we established in our investigation so far? Well besides the fact that two-legged bull terriers are extremely difficult to find good, caring homes for, we've found out that we have here an arcade racing game that we think is quite good. Let's now look into our reasoning behind that argument shall we.

For starters car freaks will go all agog when they learn you can drive any of 36 dream convertibles, all at stupid speeds around lush scenery. Several key manufacturers have been signed up to provide the vehicles, Porsche and TVR are amongst them so you get to ride in cars you'll never be able to afford, unlike driving to work in that old brown Cortina you still think impresses the girls are you creak around the Town Centre on a Thursday night at closing time.

Competition comes in the form of eight other drivers, each with their own characteristics that directly affect the way they drive the circuits. Which brings us



5th Gear? 121Mph? Stop driving like a bird and get your foot down!



Your fit, blonde chick hammers around the corners like a woman possessed

'You'll be able to drive cars you can never afford, which beats driving around the town centre in that old brown Cortina of yours!'

neatly onto the, er circuits. Well there are 10 of these and that completes our review ladies and gentlemen, because what else is there to say about a boring old car game. Tell us Chicken, what else could there possibly be to say about "yet another racing game". Surely you have nothing else to offer, you're still about 400 words shy of completing this review and you'll just have to grab a load of

samey looking screenshots to save your pelt.

How wrong could you be! You see Roadsters brings in the unemployed's favourite past-time into the equation. Yes kids. You can gamble! Okay you may not win £4 like you can on the Princess Diana Scratch Card but what this unique facet to the gameplay does mean (and it's quite important this so take notes) is

Upfront & lowdown

Fast cars, hard cash, and gambling. Roadsters Trophy adrenalin-fuelled offering has been hailed as the racing game for all speed junkies. What's the dirt?

Roadsters Trophy is the racing title for those who have a 'thing' about luxury cars. And the cars in this game would even turn smug Jeremy Clarkson green with envy.

Throughout the game, would-be Jay Kays' get to choose from 30 classic beauties, all rear wheel drive cars that little boys dream about. As you complete the different circuits on offer you get to upgrade your car to the ultimate bird-magnet. As you weave your way through the various levels, vehicles with greater horsepower become available. Turbos, compressors, tyres, exhausts and kits are available for players to buy.

Each division is set by car power - under 200 horsepower, 200-300 horsepower and over 350-horsepower. You have to complete a division to

unlock the next in order to build up your garage and unlock extra circuits.

Perhaps the most impressive feature about Roadster is the realism it offers. Dave Saunders, Lead Programming bod for the game, raves: "...the attention to detail is the best part of the title. From the realistic tyre marks and weather effects, to the 3D sounds which are triggered at certain parts of the track...like a church bell or a waterfall sound effect."

How does this game compare to other racing titles? "Graphically this title can hold its own, with vehicle reflections, animated drivers, multiple playing views and superbly detailed tracks. The sheer number of top performance vehicles also acts as an added bonus."

says Dave.

"The use of physics and mathematics have

ensured that the game handles as realistically as possible."

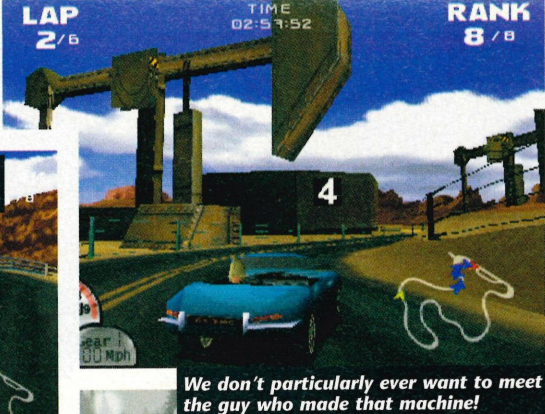
Another element to the game is the gambling. Gambling? I hear you cry! Yes, players will be able to wager their pennies on the outcome of the race. You can decide whether to be honourable and go for glory or throw the entire race knowing it will fill your pockets with dirty cash.

There are 10 tracks based within different areas of the world, sand, tarmac, snow and dirt cover the terrain and affect the overall performance of the car. Weather conditions also affect the environment, rain and snowstorms can ambush your vehicle at any time making handling and grip difficult. "Be warned, thrashing the engine and burning rubber could result in an early bath for those

The replay mode works as you'd expect...it shows replays



We don't particularly ever want to meet the guy who made that machine!

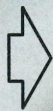


that the best driver doesn't always win.

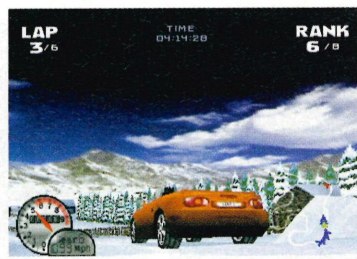
Take this following example to heart. We've changed the names to protect the innocent. Here we go. Paul Roundell is shit. Mainly at games but at a few other things as well (so his girlfriend told me one night when he was in London anyway and I was round to er, fix her washing machine). He's playing Roadsters one night and losing badly. He's finishing pretty much last all the time UNTIL he places a lucky bet on another car and scoops the cash, soups up his own Mark II Escort to a Porsche

and suddenly he's got the likes of Jordan and Cat Deeley hanging off his arms. The last bit is of course a total fantasy as this is a car racing game not cosmetic surgery, but introducing gambling into Roadsters was a masterstroke. Do you spend the cash you win on upgrading your car or blow it all on 10 more lottery tickets? We all know what you'll do because greed will consume you.

The main mode of the game is the Roadsters Trophy, which takes place of a number of seasons, which are split into three different divisions. You start off at



It's just sheer lunacy to drive around like that in this weather



who choose to drive with blatant disregard for these majestic automobiles, so practise, practise, practise and learn to master the skills needed to to take home the Roadsters Trophy." advises Dave.

"The sheer enjoyment factor has to be the realistic handling coupled with the sheer exhilaration of knowing what it feels like to throw these magnificent cars (none of which I'll even own) around a track at breakneck speeds." Says Jonathan Coelho, Physics and engine Programmer of Roadsters Trophy, with a wry smile.

In The First Season you begin with only \$100,000 to spend on a car and enter your first season. Throughout the season you will have to earn cash in order to update and upgrade your car of choice and get a chance at winning the

championship. You are given the choice of eight drivers (four men and four women). Each driver comes complete with road rage type insults and jibes.

Four game styles are available. The most important style being the Roadsters Trophy; a progressive, division-based, single player game that controls the availability of cars and circuits in the other game styles.

Then there is the multiplayer game, featuring a championship for up to 2 people. Thirdly, there is the quick race, where a player can get on the circuit as quickly as possible with the minimum of fuss. Finally, Time Trials, a combined practice and beat the clock affair.

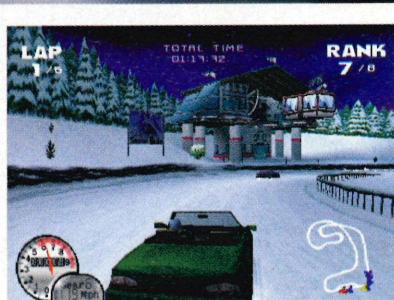
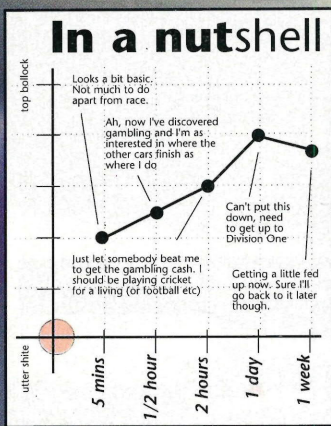
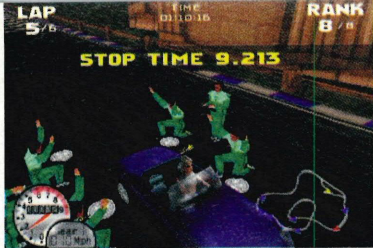
There are two goals in Roadster Trophy: one -

become champion in the first division, two - buy a car, get money to upgrade it - to keep it competitive, and money for entry fees.

So Dave Saunders, how would you sum-up Roadster Trophy in a sentence? "All the world's best sports performance convertibles, cutting edge graphics, realistic handling, extreme arcade action gameplay, loads of cash and gambling - it's a racing fan's dream come true." Fantastic.

Released November

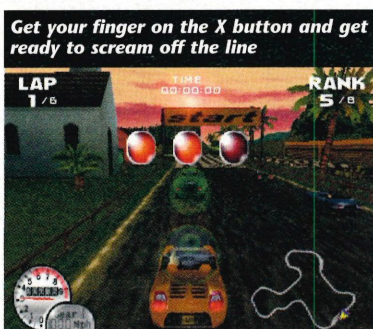




the bottom and must work your way through the ranks until you become top dog.

Besides this there are the obligatory practice and time trial sections so you can improve your general performance. Multi-player is two-person only which is a shame when others are starting to go four player - the excellent Sled Storm being a prime example.

As you can see from the screenshots



Roadsters is colourful and features a lot of scenery detail. The tracks, we are told, are based on real places rather than actually being in existence but this doesn't really matter as there are plenty of shortcuts and fiddly bits to negotiate.

Roadsters is a very good game that gets a score this high because of its instant playability. The gambling idea

helps to make it addictive and the three-division system gets you determined to beat it. There's nothing more frustrating than finishing third when you really needed second for promotion.

It's certainly not for the kind of gamers who like to tweak their suspensions and

(excuse the rather lame car gag) fiddle with their big ends but I don't like that kind of game. I can't be doing with that kind of game and I won't even play that kind of game. I wanna hold down X and get pissed. Thank you Roadsters for allowing me to do that.

Chicken

'I can't be doing with that kind of game... I won't play that kind of game. I just wanna hold down X and get pissed'

The Verdict

Out now £39.99

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

This is all about arcade playability and Roadsters oozes it. While this time next year this will be forgotten but we'll know all about Tomb Raider 5 that shouldn't detract from a great little car game that'll keep you busy all winter.

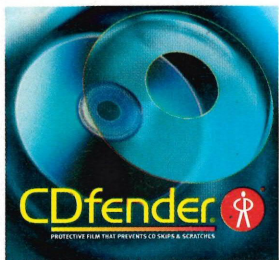
Alternatively: Ridge Racer Type 4 - Sony ★★★★★

dual shock analogue • memory card • two players

Published by Titus

PRO 92%
Rated

GAME OVER



With CDfender.

True, CDfender may not offer much by way of nuclear-tipped arsenals or grenade options. But this neat little disc of polycarbonate film is the closest you'll get to an impregnable shield for CDs.

Jammy toast can wipe out a Panzer division. The Brazilian World Cup Squad can be defeated by a mug of cold coffee.

It happens. It's expensive. And it really ruins your Wednesday.

So how do you protect thumb-blistering favourites from doom and destruction?

You just peel off the backing, slip it on your CD and CDfender wards off the demons of damage and data loss.

The laser reads through it play after play as if it wasn't there.

And should you ever tear your ravaged eyes away from the screen, CDfender works as well on music CDs and even CD-ROMs.

With CDfender, it's your opponent who's toast, not the CD.



SELF DEFENCE FOR CDs

AVAILABLE AT  **HMV**, **WOOLWORTHS** AND OTHER LEADING RETAILERS. www.cdfender.com

Eyewitness brings you the hottest gaming news, previews and in-depth developer interviews. This month it's the smallest eyewitness ever. We've had too many games to review and so we've crammed the mag with only the hottest titles

Ready 2 Rumble page 20
It's time to dance, it's time to dance



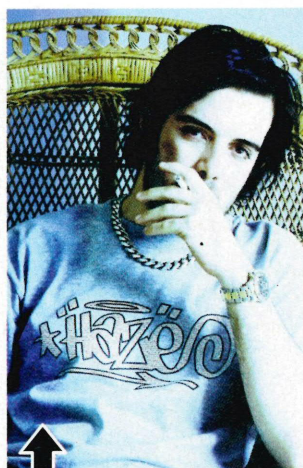
Theme Park World page 17
Puke little kiddies, PUKE!



PREVIEW

GTA 2

**Who wants to be a millionaire?
Rob a bank then you idiot.**



That's Japanese for "I wear ladies' jewellery" readers

will give you 10 seconds to name the most controversial game of all time? No it's not Crash Bandicoot you

*'It's just a matter of time before the
and MPs get all het up about this*

dick, it's obviously Grand Theft Auto. No surprise then that we're due a sequel. Take 2 are once again the publishers behind it and they've got a really good stream of software in the pipeline.

They've teamed up with Rockstar games in New York city to produce this sequel (as they did with the recent GTA London data disk for the original) and while they've been sorting that out

they've also been collaborating with London drum & bass supremos Movin' Shadow records. MD of Movin'

Shadow, Rob Playford, has been in the scene since the rave days and has agreed to do the soundtrack. They'll also be an album out and the latest Movin' Shadow compilation 99:1 has a video of the game on the interactive section of the CD.

As for the game, Grand Theft Auto 2 will feature real cities and a generally more modern feel. Rockstar

Gran Turismo 2 page 16
All the latest translations from Japan



Lego Racer page 21
But will it ever arrive?



More vehicles, more badasses, bigger and better explosions. Oh yeah...



MD, Tom Houser, told us that he didn't really foresee this sequel being any more controversial than the last one, but they weren't shying away from the subject matter to please people either.

Grand Theft Auto 2 will retain its top down feel to driving, but with more polished graphics and even more crime to commit it's a matter of time before the papers and MPs get all het up about it. Watch this space and hopefully we'll have a big in-depth look at it next issue.

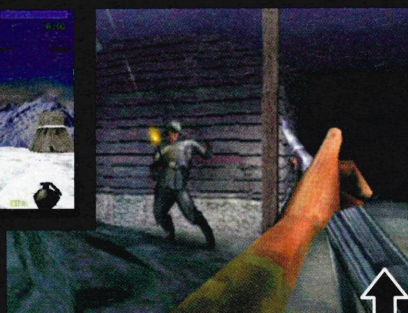
Released 2000

Ever fancied blowing up a load of ambulances? Now's your chance mates



Music 2000 page 20

Codemasters' are hitting the beat box yet again



Gun Crazy page 24

Will's let loose with automatic weapons

Inside eyewitness

14	Grand Theft Auto 2	21	Lego Racers
16	Gran Turismo 2	21	Stop Press
17	Theme Park World	24	Gun Crazy
20	Charts	25	Medal Of Honour
20	Music 2000	26	Special Ops
21	Ready 2 Rumble	27	Rainbow Six

Imports supplied by **WILD IMPORTS**

CHOKER

Turismo 2

Mirror, Signal, Manoeuvre



How gorgeous does this look? Don't answer that readers. We know!



Say 'Hello' to Gran Turismo 2 the latest ground-breaking driving simulator from Sony. This baby brings the realism of Gran Turismo to the Rally circuit. Circuits include the renowned Laguna Seca for some extra special shit-kicking, mind bending antics at neck-breaking, puke-inducing speeds.

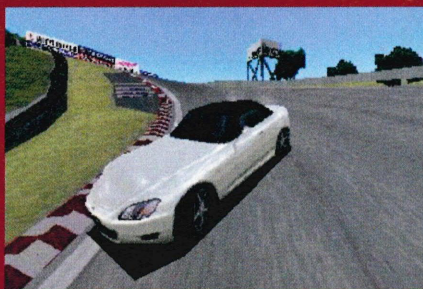
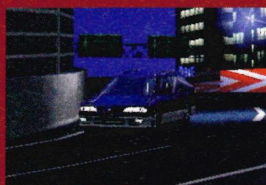
Each car can be individually tailored (from the physics to the handling properties) to create the ultimate driving machine. Over 500 vehicles, including road, rally and race models, are available from the celebrated chic of the Aston Martin to the glamour of the Lotus. The sound track to GT2 is a down right funky musical escapade of some of the top artists with exclusive remixes and specially-recorded tracks.

The great thing is that enthusiasts of the original Gran Turismo can continue playing GT2 without having to start all over - all GT1 licenses saved to memory card will give immediate access to equivalent licenses in GT2. Both, humiliating losses and glorious victories can be saved to your memory card for detailed reference. GT2 is fully compatible with the Analog Controller (dual shock) so each bump 'n' grind can be felt and you can experience even greater sensation and realism.

Grand Turismo 2 offers 20 new courses and approximately 60 license tests to determine eligibility.

Hold on baby, this is going to be one long ride.

Released December



"A quality experience... varied and excellent gameplay"

91% PLAYSTATION POWER

"A range of guns and gizmos so big it hurts"

PLAYSTATION PLUS

MISSION: IMPOSSIBLE

EXPECT THE UNEXPECTED

Good morning, Mr. Phelps.

Prepare to enter the most demanding Mission: Impossible ever. Your mission, should you decide to accept it, will be to guide your team through 5 spectacular missions, encompassing over 20 levels of game-play. As always should you, or any member of your IM Force be caught or killed, the Secretary will disavow any knowledge of your actions.

This information will not self-destruct in five seconds, but you may... Good Luck Jim!

PREVIEW

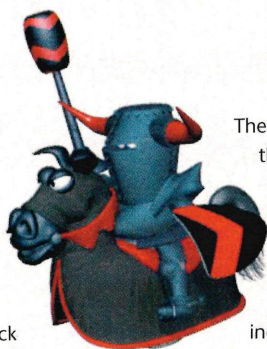
Theme Park World

It's taking over the world!

Cleaning up sick, sacking lazy staff and blowing up small children with badly designed rides. Theme Park built a heady success on these few essential ingredients.

Now Electronic Arts are back for more and present their third wondrous theme park title: 'Theme Park World'.

The idea is basically the same as the others; build a theme park, keep the visitors happy, hire staff, configure rides, make your park bigger sell it, move on, build another park, etc.



The difference with this park is that there are four distinct worlds to choose from: Outer Space, Wild Jungle, Surreal Fantasy and Halloween.

The Halloween park includes rides such as Jaw of Death: a vertical drop ride (lots of squashed children), Pumpkin Bumper Cars (more squashed children), and CryptCarts: skull-shaped go karts.

This third title is far more entertaining for the player, than the first two, with many uncontrolled surprises.

The entertainers are fantastic, once they

begin to perform a crowd will grow (tip - put your entertainers close to new rides in your park to attract attention). If they perform badly the crowd will jeer and throw rotten fruit and abuse at them!

Bullies in the park will, once again, not be tolerated and will be punished by being put in brown sacks and left at the entrance of the park.

There are 100 different rides and attractions for you to create and you can test out your rides alongside the visitors.

The music is very likely to drive

you mad, as it begins with a dull thudding and then into a full jungle theme as your park grows.

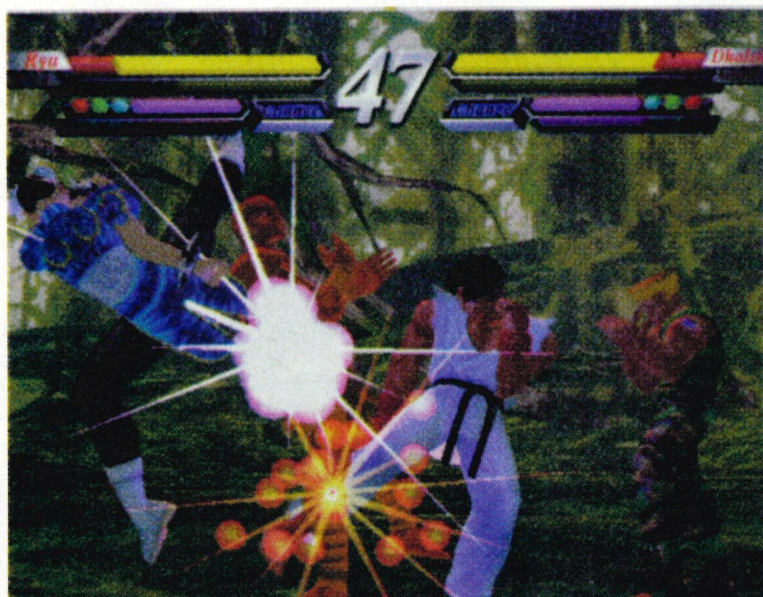
Remember that it's not all fun and games - owning your own theme park - you've still gotta clean up someone's chunder.

Released **November**



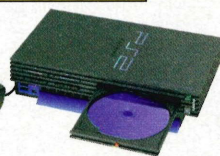
Now you can fiddle with your on Alton Towers or Blackpool Pleasure Beach. Cool eh?





Red Sun Rising

NEWS

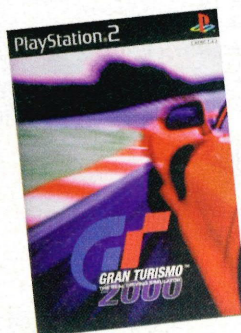


The biggest videogame launch in history...we're there of course...

If spending a week in Tokyo waiting for the ground to open up under your feet in their overdue Big One wasn't bad enough, Chicken has returned with tails of American Marines dancing atop barrels in bars to the bloody Venga bus. Wankers. Obviously though the big draw at Tokyo Game Show Autumn 99 was the

PlayStation 2. Yes folks, it's here and PlayStation Pro was among the first people in the world to play on one.

A fine array of games were on display (for more details see our special supplement this month) and we personally cannot wait for the March 4th Japanese launch date. The most humorous aspect of the whole launch was Sony's new PlayStation 2 development kit for programmers has the



Good old Japan, all Manga schoolie's knickers and no trousers in Street Fighter Ex3

word "Tool" proudly emblazoned across it. Maybe it's just us.

Besides the Sony stand the rest of the show paled into insignificance. Dreamcast was well represented and attracting attention but, especially in Japan, Sega's new machine is old news and it was Sony's area that claimed the lion's share of the visitors.

Plenty of software companies were concentrating on selling their wares

rather than promoting new games. If it were possible to suffer Pikachu overdose then you'd be extremely vulnerable to catching it here. All in all then we've seen the future of video games. Now turn to our supplement to let us tell you all you need to know about the launch of PlayStation 2.

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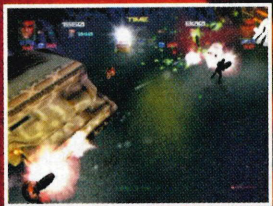
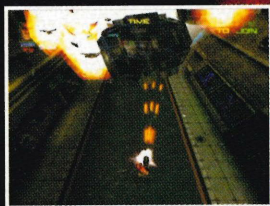
"Highly addictive arcade shoot-'em-up"

dreamcast
MONTHLY

"Explosive, furious and satisfying"

Total
Dreamcast
Magazine

a thousand years
in the making



INFOGRAMES

Rage
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PlayStation

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↓charts↑

full price games

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2	Quake II	NEW	£34.99
3	LMA Manager	NEW	£34.99
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2	Grand Turismo	↔↔	£19.99
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4	Resident Evil	↑	£19.99
5	Crash Bandicoot	↓	£19.99
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9	WWF: Warzone	↔↔	£19.99
10	C+C Red Alert	↔↔	£19.99



Predict next month's Top 3 games and win £50 of software vouchers. Send your guesses marked 'Chart Compo' to IDG Media, Media House, Adlington Park, Macclesfield, Cheshire, SK10 4NP

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GAME

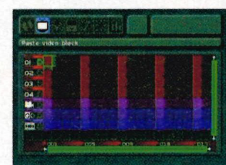
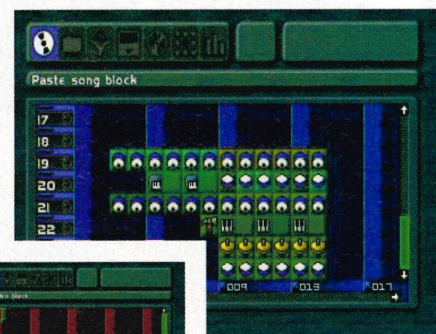
Music 2000

UPDATE

After a long wait, the sequel to the successful 'bangin' music creation package is nearly here. After spending untold time searching through the incredible amount of options in the preview code of Music 2000, it's safe to say that this follow-up is going to be more than just an update.

One of the major new features we can expect in this offering will be the CD sampling option. By simply placing your fave music CD in your PlayStation, you will be able to store samples from it and paste them into your masterpiece. If you don't fancy mixin' up like the Fatboy however, there will be a massive database of whistles and bleeps to choose from. As in the original Music, an option to create your own riffs will be included together with some already created for ease of use.

Sadly Codemasters have abandoned plans to sell an optional plug in unit



(which would allow MIDI buffs to link-up electronic instruments and

microphones) due to the ridiculous costs involved. This is no huge loss though, as other features such as Music Jam (in which four players will be allowed to participate in a group jamming session) and an updated video mode, with a mass of new special effects, are sure to keep both amateur and professional armchair musicians happy for hours. Expect a comprehensive review in the next issue of Pro.

Released **November**

Stoppres

Wall Street Journal has reported that Square CEO Tomoyuki Takechi predicts a \$40 million dollar budget for a PS2 Final Fantasy. This comes as the first bit of actual confirmation that Square will indeed be developing for the PS2. While no information on this project is available yet, there is speculation that it will be revealed at the Tokyo Game Show.

HERE, THERE AND EVERYWHERE

The profile of the UK games market will be raised to new heights this autumn, with all three major hardware manufacturers committing their biggest ever marketing spends to the final quarter.

Sony has pledged to splash between £6 million and £10 million on its autumn marketing schedule, whilst Nintendo will spend a total of £6 million and Sega a similar amount as part of its £60 million pan-European spend.

SEGA GETS LICKED

Sega has continued its Dreamcast sponsorship programme, joining forces

with MTV for the music channel's biggest ever promotional package.

SONY TIES UP EURO 2000

In addition to its new brand advertising activity, Sony has become an official sponsor of the Euro 2000 football championships.

CTW/ACTUALIZE OFFER INDIES CAR

CTW has teamed up with Europress off-shoot Actualize to offer independent retailers the chance to win a rally car at this year's ECTS. The Seat Ibiza 2.0 Cupra Sport in full rally livery will be won by the independent retailer which achieves the best promotion of Actualize's Rally Championship PC.

TAKE 2 SHINES

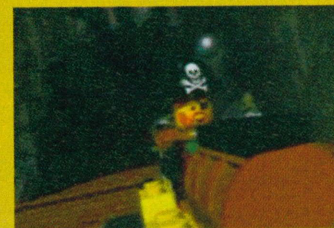
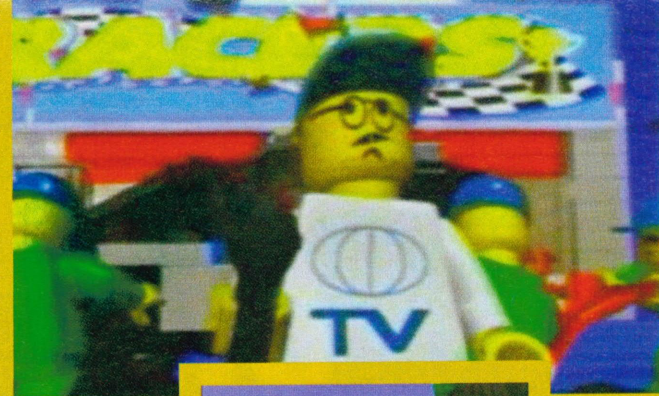
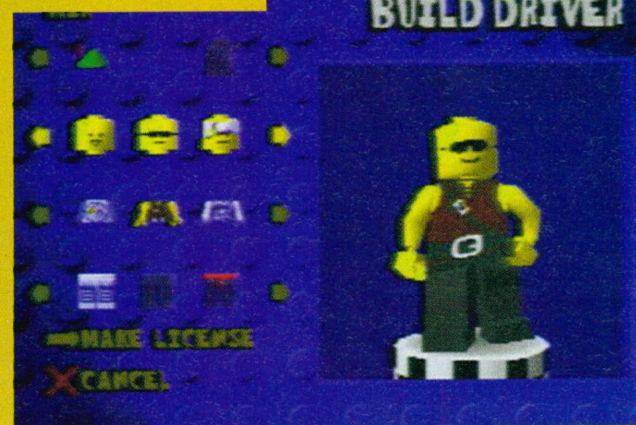
Take 2's run of good form has produced another set of upbeat financial results with turnover and, more crucially, profits both significantly increased.

Figures for the third quarter ending

LATEST BUILD

Brick it!

Oi! Sad twat! You bought all their Star Wars: Episode One crap - now get Lego Racer.



Hide it well, cos she'll throw it all out. Women don't understand it, all that nobbly bricked, plastic stuck, corporate advertising on every nodule stuff they call Lego. In fact, go check that shoebox now! Told ya. A summer boot sale, 50p for five grand's worth of kit. Bitch!

Revenge then. What would she hate more than your PlayStation? That's right - friggin' Lego on the PlayStation. Brick by brick car creation, loads of kiddy-sized tracks to race around and the ability to build and save racers to your four-year-old-at-heart's-content. It's daft - it's Danish -

it's for the kids...inside every sad bastard.

Imagine Speed Freaks but with bricks. That's what every reviewer will say. And they'll definitely make some crack about it being for the little ones and a bit blocky (oh, behave!), but ignore all that crap and stay with Pro. Released November

Ready 2 Rumble

Sometimes fat, sometimes ugly...always sweaty

Sweaty bods and hairy backs - these are just two of our favourite things. Midway are the guys to give it to us with the pending release of this arcade style boxing game.

Ready 2 Rumble will offer 20 different tough-nut fighters, with attitood, to choose from. It will be no holds barred when it comes to this lowdown, cheating, scum-sucking, fight of your life.

You'll think you're invincible if you play 'Big Willy Johnson', that is, until you're pitted against 'Boris The Bear Knokimov' - who doesn't give a damn about your pretty boy looks. To add insult to injury - when you've been knocked around the ring a few times your opponent will earn his Rumble Rights and get unlimited stamina.

Perhaps you're hoping that 'Tank

GRUNT



Thrasher' can help you, carry on hoping. If you wanna get good, wanna to stand out from the bulging-biceps crowd, you're going to have to work for it, and I mean train...hard. You're gonna go through the training mill on this one: aerobics, sway bag, heavy bag training. If



you are going to be able to stand up to the challenge of your rivals - you'll have to take the jibes...the digs...the pain...if you want to claim what is rightfully yours.

No pain = no gain.

Released November

July 31st show turnover up 65 per cent on the previous third quarter from \$38.4 million (£24.1 million) to \$63.5 million (£39.9 million). Profits for the quarter totalled \$2.7 million (£1.6 million) up a massive 215 per cent on the \$840,084 (£503,144) for the same period in 1998.

HERR TODAY. . .

Nintendo continues to boost its European team in readiness for the launch of the next generation 'Dolphin' project, securing the services of

erstwhile Konami vice president Axel Herr.

CRAVE JOINS SEGA'S DREAM TEAM

Crave Entertainment has committed itself to developing for Dreamcast after acquiring an official Dreamcast software publishing licence from Sega Europe.

HELLO CLUB, GOODBYE REVIEW

Future Publishing is putting the finishing touches to its new kid's PC launch which

is scheduled to go on sale later this year.

The magazine, which has a working title of Computer Club, is planned as a younger version of flagship title PC Format.

Meanwhile, Future has announced that the November issue of PC Review - the hundredth issue - will be the last.

PLUS THIS WEEK IN CTW:

ECTS 1999: Comprehensive show preview

and full exhibitor list.

City Slickers: How Gameplay.com wowed the stock market. Media Watch: ABC's go under the microscope.

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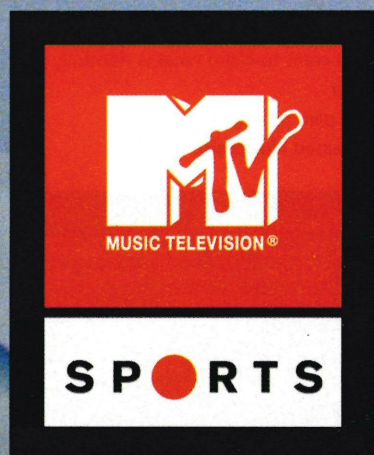
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CHILLINGLY FAST...

MTV Sports: Snowboarding™ sets new standards by providing bigger air, more expansive terrain and more death-defying radical stunts and combos than any other snowboarding game on the PlayStation.

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- Hundreds of aerial and trick combos, from 'Reverse 1080s' and 'Backside Rodeos' to 'Fakie Boardslides' and 'Frontside Tailgrabs'.
- Five different World Class events, including Half Pipe, Mountain X (downhill), Slope Style and Big Air.



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26 NOVEMBER 99

SERIOUSLY COOL!



www.thq.co.uk

HAPPINESS IS A WARM G

WORLD CUPS AND ALIEN INVASIONS STEP BACK, WE'RE ABOUT TO BE INUNDATED WITH REAL WORLD SNEAKY COMBAT - WITH LOTS OF GUNS

Something must have happened to the collective consciousness of PlayStation developers. Maybe they've been reading too many Andy McNab paperbacks or they've just bought their son their first Action Man. Who knows why we're getting a sudden influx of hard-corp military action heading our way. As long as this invasion keeps the fashion for sequels fully suppressed on the beach heads who cares - open the slaughter gates!

MEDAL OF HONOUR

Saving Private Ryan was a pretty grim film. Okay, there were the typical Spielberg mushy bits, but come on you heartless bastards, when all those soldiers are getting ripped to shreds on Omaha beach it was one big downer. Arms flew off, grown men

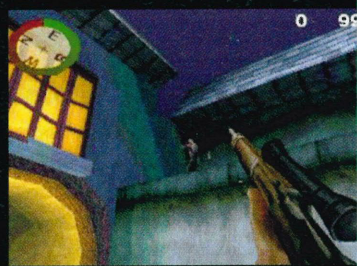
screamed for their mothers and Tom Hanks didn't catch a bullet for another two or so hours - how much degradation can a viewer take?

Electronic Arts have taken direct inspiration from the bearded man-boy director's Oscar winning movie. They've witnessed man at his worst. They've seen what a heavy machine-gun can do to a ship full of soldiers. They've seen a bayonet get slowly pushed into a screaming man's heart. And they've come up with the first PlayStation WW2 Shooter! Yeah, war is hell, but that's only if you're going to really die. Put it on a CD and it's gun-ho bravado and no-mercy kill or be killed action. Don't even worry about realism. Captain Dale Dye of the United States Marine Corps (retired) gave the benefit of his grizzly

WIN



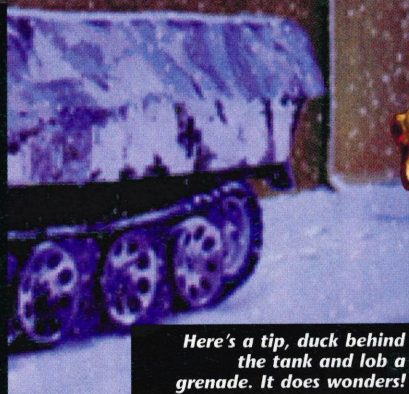
↑
Improve international relations and get those Germans Legless



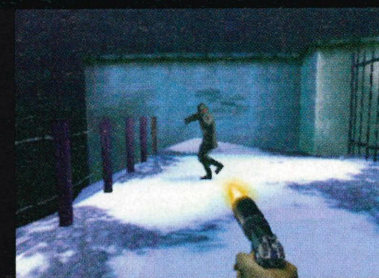
experience to make sure that the bullets fly in the right direction and when they hit home, the target gives off a correctly pitched scream.

He's already given advise for Saving Private Ryan, Platoon, Born On The Fourth of July and Mission: Impossible. This man knows his war, so expect Medal Of Honour to be the closest you'll get without screwing up your eyes with the thousand yard stare.

Starting on June 5th 1944, the night before D-day, Medal of Honour puts you in the well-worn battle fatigues of an Office Of Strategic Services operative. It's your job to go behind enemy lines and make sure that Fritz has plenty to think



Here's a tip, duck behind the tank and lob a grenade. It does wonders! →

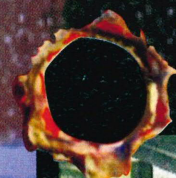
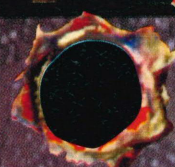
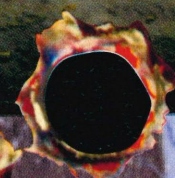
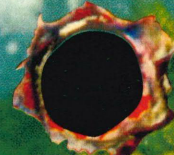


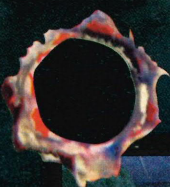
about when the main attacking force is getting mopped up on the beaches.

Medal Of Honour isn't just about running about with your Thompson sub-machine gun blazing Germans to death. You get to be a right sneaky bugger. Don a German uniform and use ID papers to get passed guards, then shoot them in the back of the head with a silenced pistol.

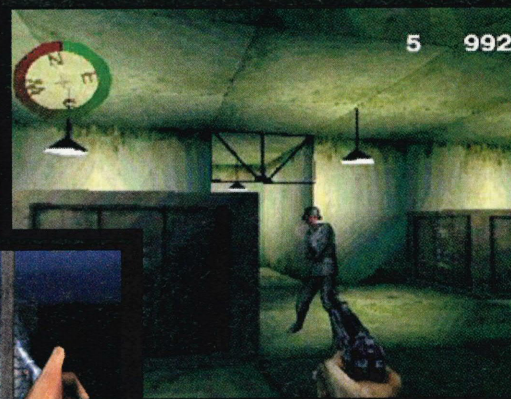
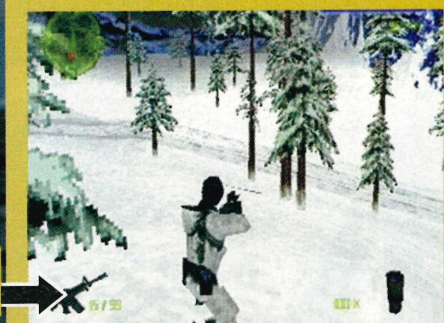
Lob a grenade at a heavily guarded position and watch as the enemy see your ruse, pick up the explosive and hurl it back at you. Wait for complaints from the RSPCA as Alsations catch grenades in their slobbering jowls and then explode. Now that never happened on The Littlest Hobo.

The enemies intelligence boards





Ice, Ice Baby! Snow business like snow business ect. Send in a better caption - GO ON!



A bullet in the gut sure makes these guys shoot funny. Achtung indeed

on the smart arse. Hide behind a wall and you will think you've got plenty of time to stand up and take a pot shot. Think again G.I, you're going to get your position stormed within seconds – so think fast.

Medal Of Honour turned up at the office and immediately drew a crowd from all members of the team that lasted for days. Art designers, writers and bums off the street grinned their faces apart while negotiating the backstreets of an occupied French Town. "Cool, you can use the machinegun nests!" and "You sneaky German Bastard" echoed round our hallowed turf like a psychotic mantra. Now that's the sign of a good game.

Electronic Arts claim that the code we were creaming over isn't even finished yet. What more can we say? – be prepared and we'll see you on the beaches ya bitches!

SPEC OPS

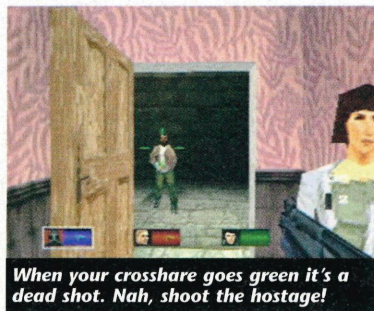
They've been in operation since early American settlers needed someone to stop those moaning natives from protecting their hunting grounds and they're still in use to day. Yep, US Army Rangers have one long history. They helped kick us out of the our colony during the revolutionary war and the Confederates had their share during the Civil War. Whenever the US has had to give someone a good hard

Rainbow Six

Anti-terrorist team action kits you up, then leaves you alone

Everyone in position? Weapons cocked and sights checked? Get ready everyone – let's keep this one clean and mean. Three, two, one – ALPHA TEAM GO!

Guys? Hello guys? I said Alpha GO! Go



When your crosshair goes green it's a dead shot. Nah, shoot the hostage!

ALPHA! Come on.. I'm not doing this on my own: we being a synchronised combat unit an all! Sod ya then, I'm going in on my own.

Combat shock

A green smudge of combat trouser pokes around a corner. Right mate, you're having a flashbang breakfast. The phosphorous explosion blinds the Tango. A dash around and the muzzle of a silenced MP5 is in his face. I said in his face! Damn it, this aiming is tricky. Bugger, he's wiped the blur from his eyes and he's coming at me. Shit, he's fired. Er? I'm Alive! Alive I tell you - Ha ha ha ha! Right you politically naive son of a

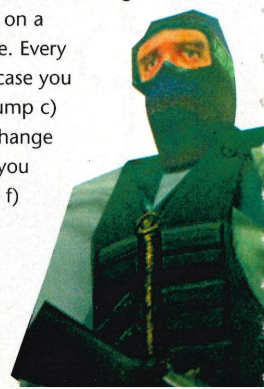
It's almost the same as the PC version, but without being good. Clever that!



bastard - you're 'aving it! Rounds pound the Tango's chest into a bloody salad of bone and sinew. With minimum attempts to die in a well-animated way, he snaps to the floor and disappears. Men, I've got one! Tango down, threat neutralised and all that. Be warned – we seem to be up against paranormal terrorist activity.



You've got a dual shock controllers. Good, you're going to need it to play this finger twister. Converting Rainbow Six from the keyboard friendly PC to a PlayStation controller has taken its toll. Both thumbs are used on the analogue joysticks. Index finger on a shoulder button to fire. Every other finger ready in case you want to: a) Duck b) Jump c) Change weapon d) Change magazine e) Turn on you night vision and lastly f) The sniper mode. Get confused in a heated gunfire exchange and you'll





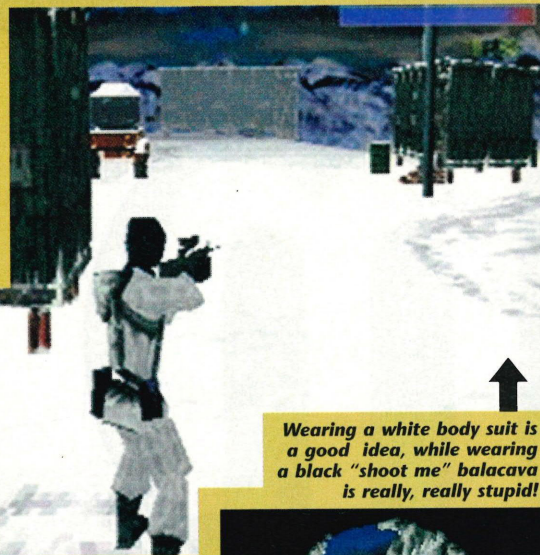
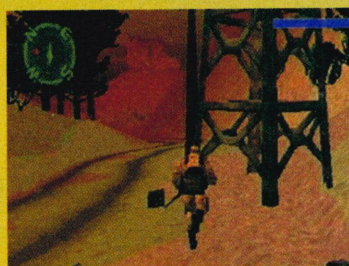
slap, they've been there. Korea, Vietnam (doh!) The 1974 Iranian Crisis (again - doh!), Grenada, Panama (operation Just Cause, apparently) Iraq (operation Desert Storm, obviously), and they managed to lose six men while killing approximately 300 in Somalia while stopping local tribesmen from gnawing on their favourite herb.

The Rangers have been at the forefront of the battle since the era of the flintlock and have survived to live in an age of night vision devices and the M-16A2 assault rifle. Well now they've gone one step further. Not content to protecting American

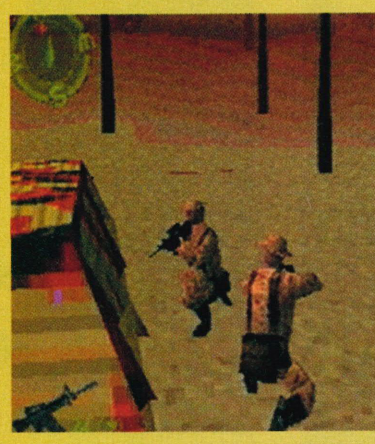
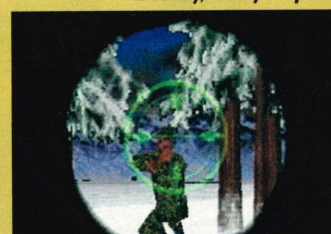
(financial?) interests around the world, they're force marching onto the PSX.

Spec Ops puts you in charge of a formation of these war-painted hard-men as they sneak behind enemy lines and give the enemy plenty of semtex-surprises. The game is a translation of the hit PC game, so expect more death dealing weaponry than Gerry Adams' backyard bunker.

You'll swap between these hi-tech hombres as you mix it up across the globe. This is no game for the charge in and kill brigade. If you want to live you're going to have to learn so much about concealment that you could be Gaz's mum's beauty consultant.

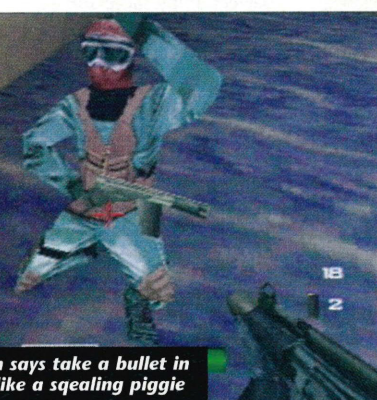
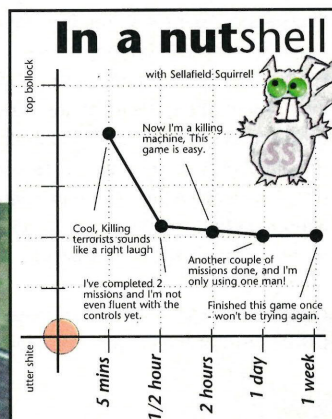


Wearing a white body suit is a good idea, while wearing a black "shoot me" balacava is really, really stupid!



Fidel Castro makes a guest appearance as second corpse on the left. Nice

be swapping to the wrong mode, giving the enemy a few valuable seconds to take you out. Not that that really matters as these guys were never shown how to aim a gun. They think they're about to put you down but pepper the scenery instead as you swing your own weapon wildly about before... Blam. Where's the next idiot waiting for heaven?



Great! Now Simon says take a bullet in the nuts and die like a squealing piggie

Sometimes you have to play with bog rolls just to make this game fun



The Verdict

Graphics ★★
Sound ★★
Gameplay ★★
Lastability ★

Out now £39.99

Rainbow Six just doesn't work on the PlayStation. All the levels are here. All the weapons are locked in. But who decided to remove the tactical elements while keeping the complex controls and giving the enemy spud guns?

Alternatively: Syphon Filter 3 - 989 Studios ★★☆☆

Published by Take Two

PRO 60%
Rated

one player • dual shock analogue • memory card



mouth

Mouth is your section. Speak your mind then take part in our teaser quiz. You love us. You know you do!

PlayStation
PRO
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GISSA JOB

Hey there Chicken - can i have a job at your great mag once I leave college
 Cheers

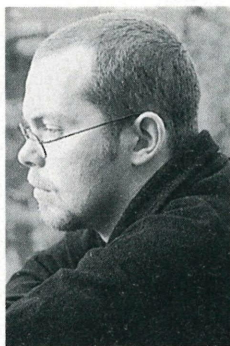
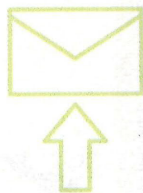
Harry Lovell, Montegue

You're asking the wrong person but I'd imagine a CV and letter of application will get you further than a one line email matey!

try a demo, so ha hahahahaha. One more question, The graphics on Gran Turismo are amazing, no doubt number two will be even better. But why, when you drive into trees at 150mph, does the car bounce away and the tree is unharmed?

Drew Osborn, Kent

I'd have thought it was pretty obvious that PlayStation 2 games won't work on a PlayStation but



Another month, another letters page. We've had some crazy questions and some irrational rantings in this month, the best of which are here for your perusal. Note the new address for your letters for next month. Pro is moving down to sunny Bournemouth but personally, I'm off to pastures new, so it's been a top two years but now I have to leave you to the devices of my successor. Have top lives everybody. Good luck, regards, Paul

lett

STUPID QUESTION

I have a question about the PlayStation 2 or 2000 or whatever can you play the PlayStation 2 games on the PlayStation?. I own an American import of Final Fantasy VIII. It is the best game I have ever played, the graphics almost had me dribbling. It's kind of easy though. It took me nine hours to get onto the second disc, I have played for 21 hours and i am almost starting the third disc. It took me six hours to get out of Midgar on number seven.at this rate I'll have completed it and lent it to my mate before most of the readers even get to

they will the other way around. I don't know if that's actually what you meant or not.

Final Fantasy VIII is excellent and I don't think it's such a bad thing that it's a little shorter. As for GT apparently they couldn't get permission from the car makers to smash their models up. Sad eh?

2 BE OR NOT 2 BE

I'm gonna keep my letter brief because those long letters that people write bore the hell out of me! One simple question - When the PlayStation 2 comes out, is



House, St Peter's Rd, Bournemouth, BH1 2JS

your magazine going to profile the original PlayStation, or PlayStation 2?

Dean, Utoxeter

2 LITTLE QUESTIONS

I have 2 questions -

- 1) Will there be a Music 2?
- 2) Has PlayStation Pro got a website?

James, Essex (13)

Well Dean, it's a safe bet we'll cover both machines at least until the original PlayStation begins to fade away but that'll take a good couple of years yet, so don't worry, Pro will continue to cover all the bases for you

Two simple answers. Yes it'll be out before Christmas and we're playing with a preview copy at the moment. And the second answer is not yet but one is in development.



ers

I'M NO PRUDE BUT...

I have just purchased issue 39 of your magazine and I would like to say that I am appalled at what I read in your tips section under the heading of 'Perverts Paradise'.

Don't get me wrong, I am all for freedom of speech, etc, nor am I a prude of any kind but if I wanted to read such disgusting filth, I would buy a magazine from the top shelf not what I expected to be a quality games magazine. There is a time and a place and I think that a magazine that is well within the reach of children in terms of positioning in shops and also in terms of being able to afford it from their pocket money, is definitely not the place for a scantily clad woman to talk and encourage perversions to the general public. For goodness sake this magazine is on sale in supermarkets!

I have been a PlayStation gamer for nearly 3 years now and find it difficult to understand why your magazine appears to be the only one on the market that

needs to include such rubbish to increase its circulation. Does the Editor think that without soft porn the magazines circulation would be too low? Or perhaps he feels that the quality of the rest of the magazine necessitates porn to appeal to the sad people that crave such filth and to make the sales quota? I am a family man and I would be disgusted if my son picked up your magazine and read the above column. Needless to say, I won't be buying your magazine again, but will spend my money on rival publications.

I would have thought that there are some publication guidelines against your sort of magazine being in the reach of minors, or at least you should be forced to carry a parental guidance notice on the front cover. I would look forward to receiving a reply from the Editor but I guess all you'll do is print an edited version of this e-mail and poke fun at it and me in a childish, immature manner. I suppose it's only to be expected of such a magazine. Oh well, your loss not mine as I'll stay well clear of your magazine in future.

How does the Editor sleep at night knowing that young children can

read such disgusting articles?

Craig Massey,

A 28 year old, broad minded parent, via email.

Craig, you probably won't be reading this because I'm not sure the magazine is freely available at newsagents on the Moral High Ground upon which you habit but I'll have a go anyway. Firstly, I don't answer letters in a childish and immature manner when they have a serious point to make.

Opinion is a wonderful thing. The Oxford English Dictionary tells us that opinion is "unproven belief" and not for the first time it's dead right.

I'd be the first to admit that the Pervert's Paradise has been somewhat near the knuckle in the past, maybe occasionally it's gone a little too far, but none of it is what I'd class as soft porn. All of the letters are real and show a representation of what we face in our mailbag on a daily basis and the section has a cult following.

Yes younger children can read the magazine but we are targeted at the older gamer of

student age. When magazines such as FourFourTwo swear like billy-o I wonder if they get letters from such broadminded parents because they are at the end of the day, a mag about footy and kids watch football.

Teenage girl magazine More! are quite happy to provide detailed diagrams of how to have better sex on a fortnightly basis. This is being lapped up (were you expecting a vulgar pun) by 13-year-old kids, but they rightly tell people they're aimed at 17 plus because they are, and they rely on parental guidance being applied.

The thing is Craig, we can't stop youngsters buying our magazines. That is the job of responsible parents of which you are obviously one. But can you be sure that you son only reads Enid Blyton anyway?

And just a quick point about us reaching our sales quota. Pro's circulation has risen nearly 20% since the redesign. Now you can put that down to "people craving such filth" if you like, but I think we both know that that isn't true.



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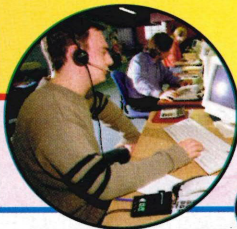
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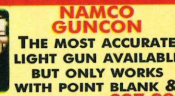
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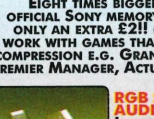
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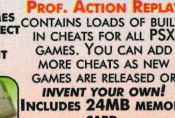
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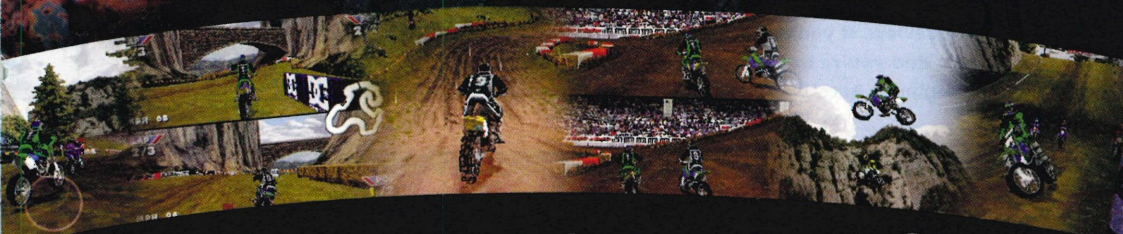
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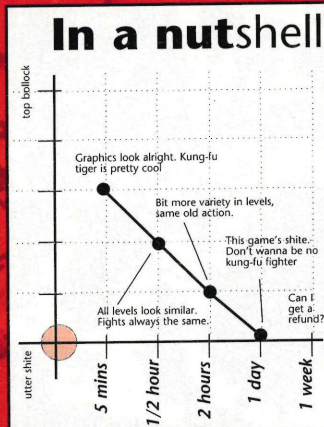
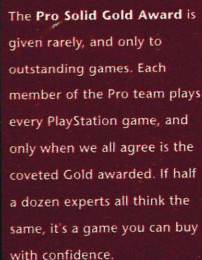
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This is the bit that may influence your buying decision. You will find an honest, up-front opinion on each of this month's new releases, written by one of the Pro team experts. You can then check up on everyone else's opinions in the reviews round-up



In a **Nutshell** does exactly what it says. It's here where you can quickly find out what to expect from a game in the first week you buy it, and it's created only after the reviewer has played the game for at least that length of time. And it seemed like a good excuse to slip in this shit picture of the fabulous Pro mascot: Sellfield Squirrel – he's hideously deformed!



Out now £39.99



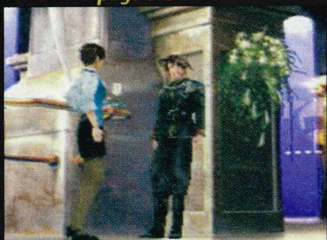
This is the Comment area, where you will find a summary of the review. If you can't be arsed reading the whole review and you're not amused by the comedy captions, cast a glance here to get an idea of how good the game is

Alternatively: S.C.A.R.S. - Ubisoft

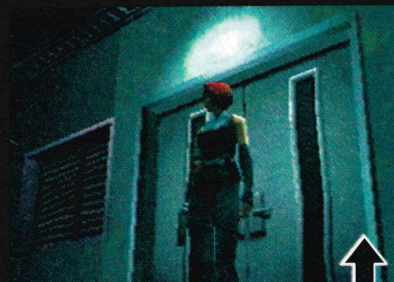
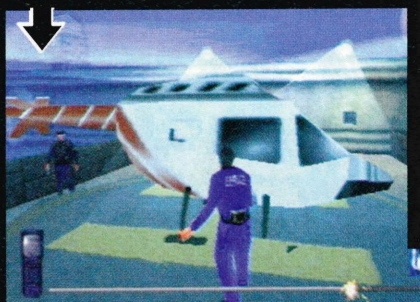
dual shock analogue • memory card • two players

Published by Grolier Interactive

PRO 38%
Rated



I spy with my little guy



It's a crisis, with some dinosaurs

reviewed

In **The Verdict** games are awarded a percentage, and it doesn't take a genius to work out that high is good and low is bad.

If something gets 90 then rest assured **Pro** could find very little wrong with it. Similarly, a mark of 20 suggests a real brown trout. Every member of the **Pro** team is a PlayStation expert and you'll find everything you need to know to make a buying decision within the review. If it needs saying we say it, and if it doesn't, we don't.

Pro always make an **alternative** recommendation of the same kind of game. The alternative might be better than the game reviewed or it might be used to highlight the similarities between the two. The **star rating** ☆ pertains to the Dealer section at the back of **Pro**, and the £ sign indicates what kind of price you can hope to pick up the old game second-hand. This is explained in Dealer too, and it's brilliantly simple, though we do say so ourselves.

Tony Hawk page 56
Word up dudes! Je suis boarder



reviewed

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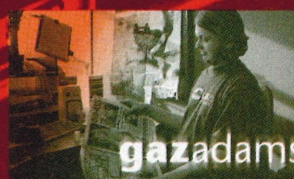
"Face like a baboon's arse"

Being the high flying journalists they are, the **Pro** team have enough money to go on holiday willy-nilly whenever the feeling takes them. So there's gonna be a few bad ones. Yes



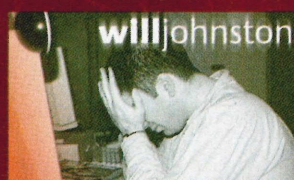
paulchickenmcnally

My best holiday story: We went to Australia and liked it



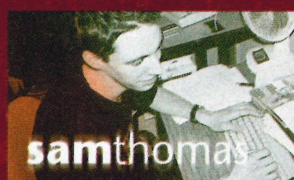
gazadams

As a cheeky youngster, Gaz took a holiday in France, at an anonymous campsite. Whilst giving birth to a brown baby in the rickety toilet shack, Gaz realised he was locked in. Panicking and shouting at the top of his lungs, none could hear his cries aside from a confused fat, French lady outside who eventually went to fetch help. Alas, this is when the door gave way and Gaz sidestepped away from the crime scene



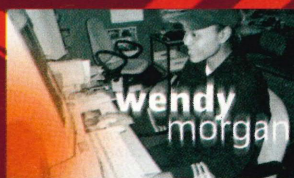
willjohnston

While on holiday in Hungerford in the mid Eighties, Will came across a kindly gentleman dressed in green. The poor chap (Michael) was looking for some people, just anyone. Being a generous fellow, Will gave the man directions to an area just packed with happy pedestrians. Then, wouldn't you know it, the hearty rat-a-tat-tat of an AK-47 broke the sky and many people were killed. Then the police shot him



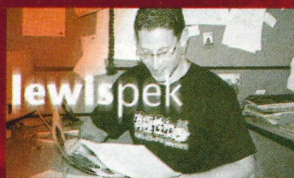
samthomas

Boating around the more rocky areas of the Atlantic coastline, adventurous Sam fell upon a sandy beach. Unfortunately his makeshift catamaran was upturned by a 30 foot tidal wave and stranded on an island run by vicious cannibals, for eight years. After befriending the tribe ("bit chewy to begin with, but really does taste like chicken"), Sam discovered a new life, new friends and a new vegetable, before heading home to make his fortune



wendy
morgan

During a teenage holiday break in Morocco, Wendy found herself accosted by two big men; both called Ali. Without thought for her safety she single handedly followed the 'tashed men to a local photographic studio where she proceeded to audition for a TV Gameshow. Relying on her knicker catapult trick to gain the gig. The men called Ali had, infact, seen the trick in so many seedy clubs that she failed to gain their sex starved attention. Now she's here!



lewispek

Lewis recalls his story of hell abroad:
"I was once invited on a free two-day holiday on the South coast, all expenses paid. It was all very nice, but there was one sinister catch which wasn't previously explained. When I got back to England, my house was repossessed, I lost my girlfriend in a game of poker and I was eventually kicked out of my job, leaving myself a wandering bum. If you're looking for a moral, forget it"



natalie

Posh restaurant in France, 1996. Our Natalie decided to be a little adventurous and order something she'd never had before. She was sat perusing the menu (written in French of course) when her eye caught one item in particular, Sweetbreads. After ordering and fully enjoying this unusual dish Natalie was told by her friend, who was rolling around the floor with laughter, that the tasty dish, was indeed sheep's knackers. Mmmm, Bisto.



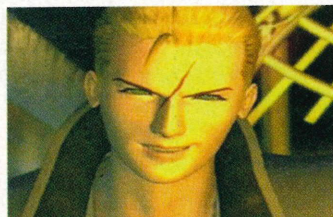
paulroundell

Paul's fondest memories are of dancing naked through a small welsh village last August. Unfortunately, they soon faded when last week he was involved in a high speed car accident and the police informed him of the outstanding warrant. A scuffle developed as Paul tried to escape. He now lives on the run, wandering the Rawtenstall moors living on small vole's and dead pigeon's.

reviewed

Final Fantasy

Life sucking fantasy frolic
that's all grown up

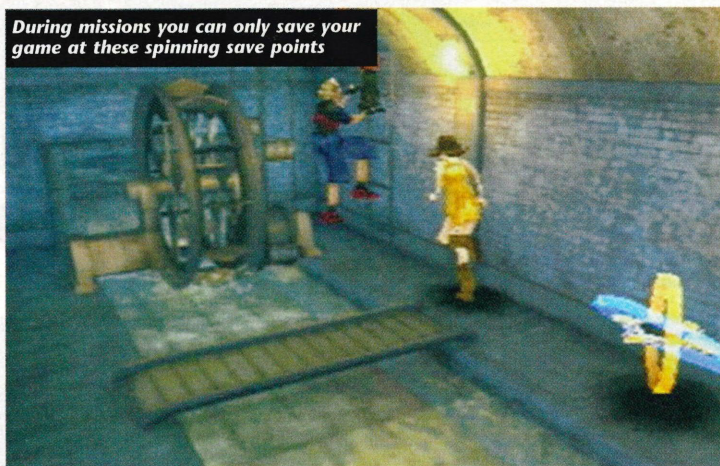


The adventure switches between
Laguna's story (below) and Squall's



W

During missions you can only save your game at these spinning save points



Squall leaps into action and the seamless FMV takes over control



Have you left a 150 hour window in your life for Final Fantasy VIII? Can you spare/throw away over six complete days? Course you can, you're a sad RPG anorak with nothing better to do with your time. No girlfriend, no job, no social life... but the thing is, there are over a million other UK PlayStation owners gagging to get their paws on this game, and they can't all be geeks... can they?

Final Fantasy VII redefined the RPG genre, it pulled the black hood off the dungeons and dragons weirdoes and

believable living breathing 'other' world in which you control the destinies of a bunch of teenage, angst riddled, incredibly powerful mercenaries. They bitch, they moan about exams, carry huge whips and blades and wander round Manchester at 2 in the morning attacking anything that moves. Believe me, I've seen 'em.

Don't expect a straightforward sequel either. Cloud, Tifa and Barret are no where to be seen. Now you've got a whole new bunch of characters to manipulate. Squall, Rinoa, Zell, Selphie,

'You control the destinies of a bunch of angst riddled, incredibly powerful teenage mercenaries'

pushed their closeted multi-sided die game into the spotlight. You're still called a sad bastard for playing the game, just now you're part of a sad bastard majority, rather than the sad bastard minority.

So it's back, but it's mutated away from the Manga styling of the last game and grown up. Gone are the huge heads and tiny torsos, everything's now to scale, everything now looks real. Or should that be unreal? You see, Squaresoft have created a totally

Quistis and Irvine are the roles you'll be playing in this game. And it's their plot that you'll be sinking so much time into uncovering.

The story itself is totally linear. It follows the tale of time contorting sorceresses seeking to take over the world. It's Squall's job to stop them, fall in love and butcher and rob every woodland creature he comes across (this guy makes Lara Croft look like the World Wildlife Fund).

The plot unravels to reveal an





Pandemona



Seifer's Squall's arch-nemesis and love rival, he's also rock hard in a fight



The past and present storylines weave together magically



enormous adventure that's akin to reading the most spectacular science fiction fantasy novel ever written, and it's this that drives you to the end of the four discs. However, whilst the story is very definitely linear, the fighting element of the game has become gargantuan in its complexity with an endless set of choices and options.

Press circle and you'll be presented with one of the most daunting menu screens since you 'accidentally' downloaded the NATO command's launch codes onto your PC. There are menus, sub-menus, bi-menus and transvestite menu screens. You can: junction, item, magic, status, GF, ability, switch, card, config, tutorial and save. And that's just the first screen!

Now it may seem strange to look at

Final Fantasy as nothing more than a bunch of options and alternative menus, but really that's all it is. Okay, so you've got spectacular FMV, haunting music that's synched into every scene and changes according to the action, plus

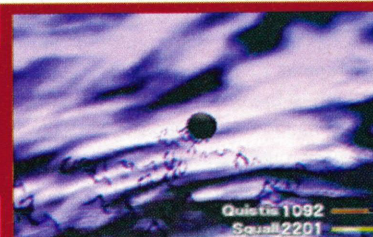


fluid animation and unbelievable background scenery, but that's not the real game!

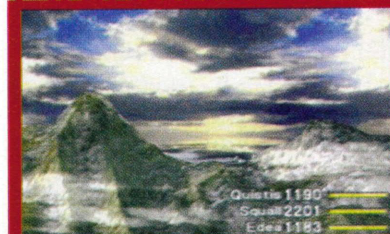
Success of failure at Final Fantasy VIII depends solely upon your ability to use your spells, items and GF monsters to the best effect. Each decision you make in the menu is not only vital to your battles, but is also specific and unique to you. Due to the size of the item list, the sheer volume of spells on offer and the configurations you can implement, every game of FFXIII sold around the world will be different. Oh, you'll all defeat the evil sorceress at the end, but the means that took you there will be unique to you. And that's what makes this brilliant.

If you've played FFXVII (and if you've not then you're a nut), then you'll recognise a lot of similarities in the spell

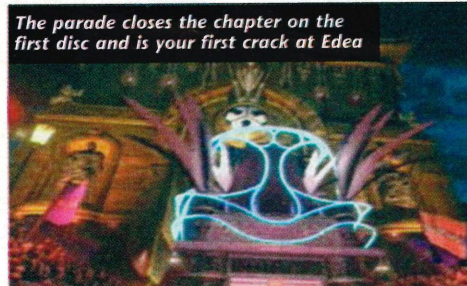
Diablos is born from an ink black ball that he charges with energy and hurls at his foes before disappearing in a cloud of bats



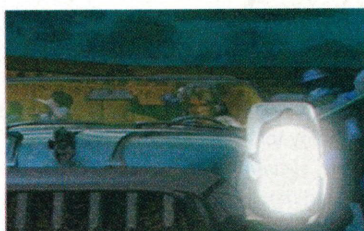
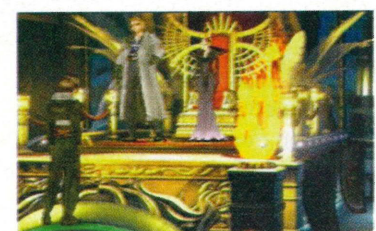
Alexander



Cresting a mountain a colossal machine emerges, opens its massive missile bay doors and launches a barrage of rockets that rain down on your enemies

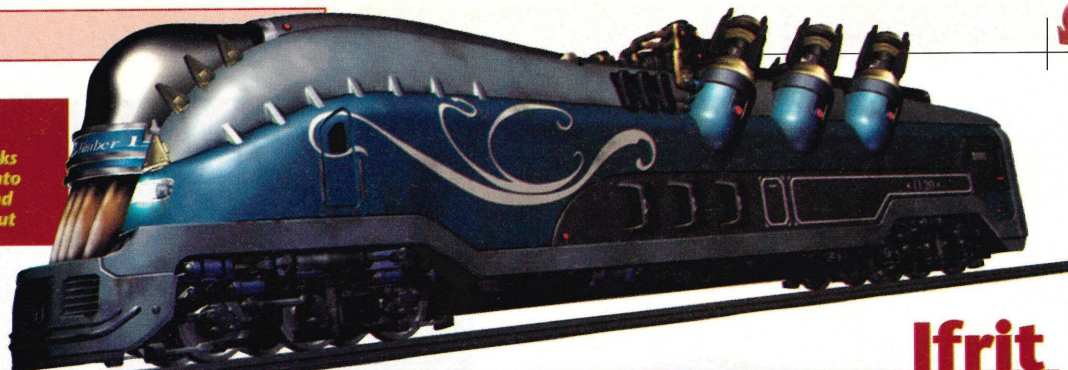


The parade closes the chapter on the first disc and is your first crack at Edea





Pandemona arrives in a tornado, sucks the enemy into his pouch and spits them out



Ifrit



Ifrit leaps into the air summoning a massive ball of molten rock into the heavens, before belting it back to earth

and item department. Ultima, fire, ice and thunder all return, but the spell casting system has totally changed. Now you start with a blank spell sheet and have to steal (or as the game calls it 'draw') spells from opponents as you battle against them. Draw counts as one of your characters' turns and sucks a random number of a specified spell from

second nature (honest). What is tricky, and you'll have to bend your head around this, is the GF system. GF stands for Guardian Force, a selection of powerful monsters (remember the summon monsters from FFXII?) that can be called into battle to fight for you. To use a GF you have to junction it with a character, which in simple terms means

different abilities. Without GF a character cannot use magic, items or draw spells in battle. Plus, you can teach the GF additional abilities that you can then use against your enemies, such as HP absorb and attach first commands. You gain GF by either beating them in battle or by drawing them from a powerful opponent. You can then attach/junction

them to a character and have them call upon the GF's stunning attacks in the fight sequences. Leviathan, for example, appears as a water snake (if you've seen The

Abyss you'll know what I mean), then flies up a huge cliff and turns into a tidal wave that crashes down delivering massive water damage.

As you can gather, most attacks are once again elemental. Wind, fire, earth, poison, thunder, water all feature as spells and different monsters, depending upon their special skills, are usually weak against one or more specific types of attack, and isn't your job to find them fast! Fire dragons are weak against ice and water, but use a fire or wind attack and you'll be giving them energy rather than taking it away. And that's about as straightforward as the battles get, so the rest you'll have to learn on your own.

Apart from needing a degree in environmental studies, the game also has you upgrading your weapons at junk shops, tending and caring for the GFs at pet shops and travelling the world on trains, buses and rented cars and eventually spaceships and hovering transports. You can even ride chocobos

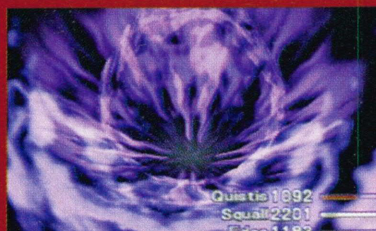
'It's the greatest RPG that's ever been made. Breathtaking both visually and aurally, it's a landmark in videogaming'

an opponent. It can then be either stored for later use, or cast immediately on your team or back against the foe.

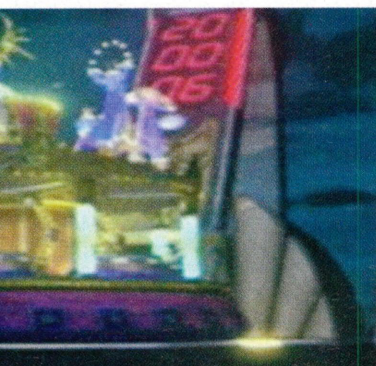
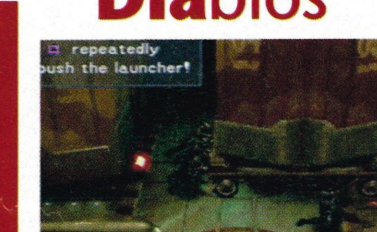
Now that sounds bloody complicated, but after a few battles it'll become

sticking it into the head of say Squall. Squall can then summon a GF during battle to unleash a spectacular and devastating attack. But that's not all.

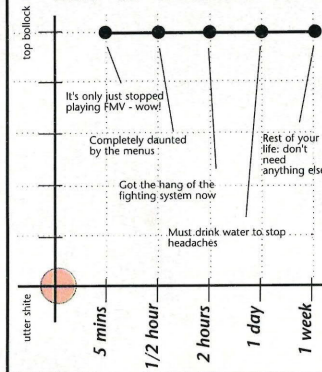
The GF's lend their masters many



Diablos



In a nutshell



in Final Fantasy VIII, although you'll have to catch them first in one of the forests.

There are lots of mini-games you must complete and card players who usually fleece you of all your cards by changing the rules to a complicated game of trump cards that use creatures for the game as face cards. It's weird, it's bizarre, and at times it'll completely take your breath away with the quantity and quality of imagination that's been stuffed into four enormous game disks.

With this review I've tried to give you a flavour of the game, but no matter how many pages the magazine devotes to FFXVIII, I'll never be able to describe everything, or even discover myself, after over 100 hours of gameplay, all the secrets this game has to offer. It's the greatest RPG that's ever been made. Breathtaking both visually and aurally, it is a landmark videogaming and it can only get better on PlayStation 2. Sweet Jesus, bring it on!

Lewis

The Verdict

Out now £44.99

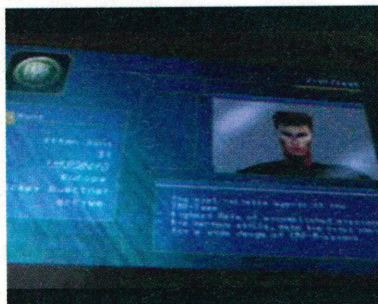
Published by Sony

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

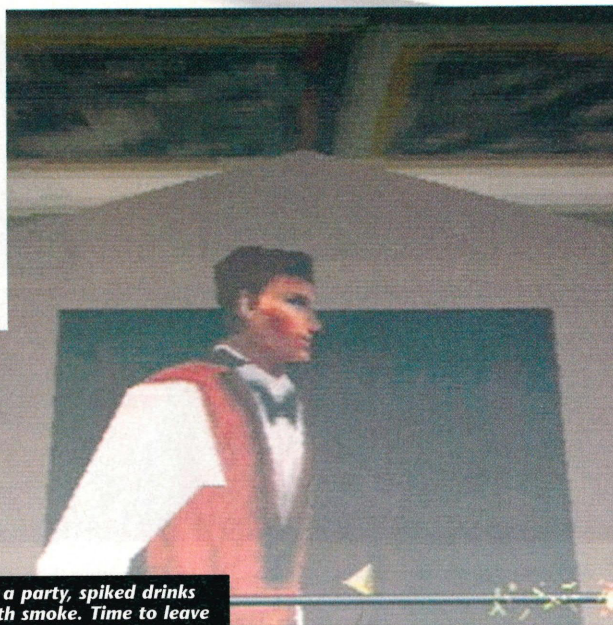
This is the bit that goes on the poster campaign or is quoted on the box lid, but I'm totally speechless. I can't sum up this game, I can't think of a trite clipped saying to round it all off. Just buy this if you have the cash.

Alternatively: Final Fantasy VII - Squaresoft ★★★★★

PRO 99%
Rated



You've crashed a party, spiked drinks and filled it with smoke. Time to leave

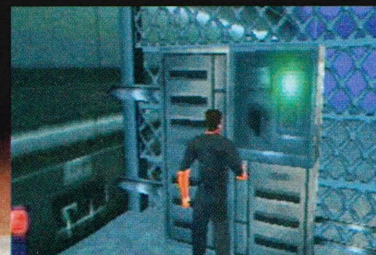


So-so action film licence with shades of espionage

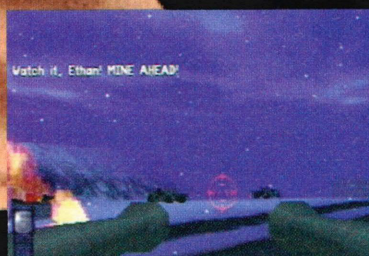
The film starred Tom Cruise and did the business at the box office, even though it wasn't a brilliant film. The N64 game did similar tricks when it came out over here. Now the PlayStation looks set to do the same thing for Mission: Impossible. Yes it's great subject material, yes it's a big film licence, and yes it's as good as the N64 version of the game. Mission: Impossible will never be the spy-fest it should be though, but that's due to the likes of Syphon Filter and Metal Gear Solid making mincemeat of the genre for future games programmers. These games reproduced the espionage experience so well that most software houses wouldn't have a chance in the same field.

Agent Orange

Mission: Impossible contains 18 very different missions, all set in five different parts of the world. You take on the role of IMF (Impossible Mission Forces) agent Ethan Hunt as he works closely with IMF leader Jim Phelps, infiltrating secret documents and generally exposing the darkest world orders. As Jim relays information to you

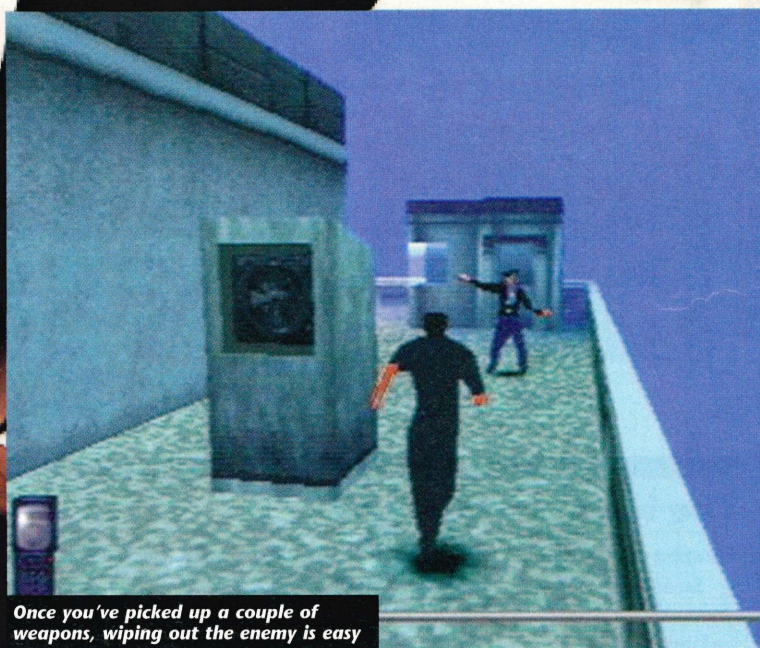


It's best to switch off those electric floors before you go hopping all over them



The final level brings back memories of Tank Attack and Beach Head

'Yes, it's great subject material. Yes, it's a big film licence. Yes, it's as good as the Nintendo 64 version'



Once you've picked up a couple of weapons, wiping out the enemy is easy

Mission: Impossible



It may be possible to stop the helicopter from landing by knocking out the lights



The levels feature a lot of variety. Such as this sniper mode level at the station

by means of satellite video and radio, you must act upon it and complete the objectives provided.

Your first mission (if you choose to except it) consists of three objectives. First you must change your identity to get past the guards. This is achieved by using a Facemaker (a handy device that turns up

are transported to the Russian Embassy in Prague where the danger levels are upped. Aside from just running around collecting objects and shooting people, there are plenty of opportunities to infiltrate areas in disguise, snipe enemies with a crosshair sight and peg it across the top of trains all in the name of spy.

'infiltrate areas in disguise, snipe enemies with a crosshair sight and peg it across the top of trains, all in the name of spy'

several times throughout the game) which can transform your noggin to the appearance of anyone you choose to assault. Secondly you must find an excuse for routing about in the enemy base by finding an errand (in this case the convincing statement that you are walking your dog suffices). Last of all you must find your co-operative agent Clutter and get out of the base by way of the subpen. The missions continue in much the same way, with a series of objectives, but offer quite a lot of variation that keeps things interesting. From the submarine pen, you

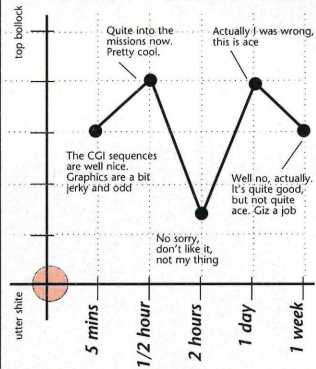
The controls are pretty straight forward, there's no problems in selecting your weapons and collected array of devices. The only problems can be found in controlling your character. The absence of a run button means you can spend untold

time moseying round levels in search for one small item. This isn't as bad a hindrance as it could be however as your character walks pretty fast anyway. The

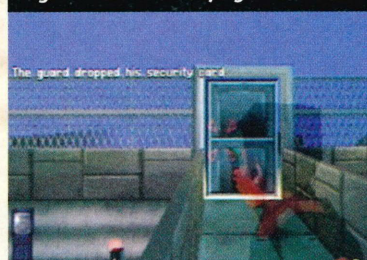
graphics might have been a bit better, the visuals could have been produced a good couple of years ago, but the gameplay is all here. The storyline mixes ideas from the

original film and there's several well-timed nods to the 60's TV series for retro fans. Just about everything an armchair spy could need.

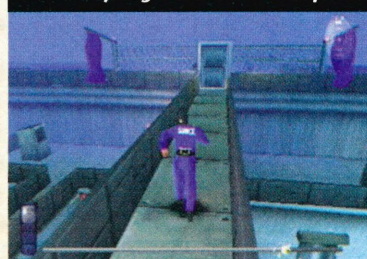
In a nutshell



Sometimes it's necessary to kill your foe to get what he is carrying



By stealing the face and clothes of a workman you get access to more places



Sabotaging the enemies vehicles can put you in trouble but maybe necessary



Sam PRO

dual shock analogue • memory card • one player

The Verdict

Out now £39.99

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Although Mission: Impossible is not as groundbreaking as past spy'em-ups, there's a lot here to enjoy. The missions are varied, the gameplay absorbing and there's plenty of twists and turns in the storyline to confuse and amuse.

Published by Infogrames

PRO 85%
Rated

Alternatively: Syphon Filter 989 Studios ★★★★★



Park life

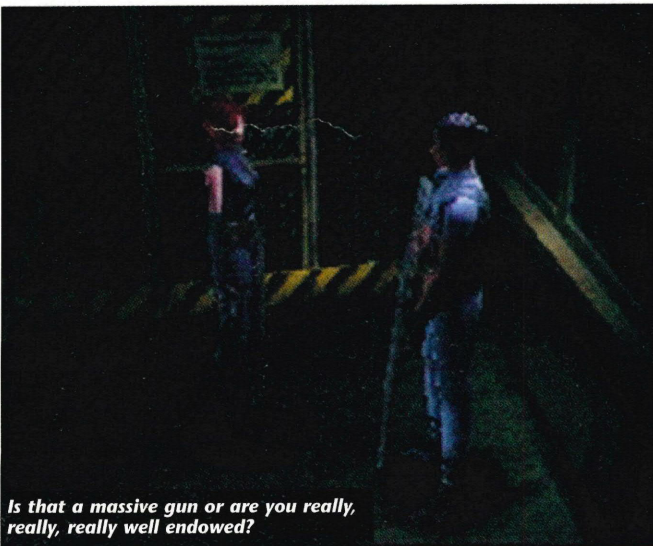
Flying through a storm, a lone helicopter heads for a eerie looking island. Our intrepid team parachute into the mist and one unlucky grunt gets separated. His flashlight clicks on and a T-Rex dines out.

Speilberg's already issued the writ

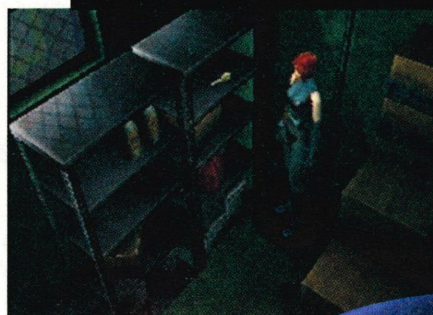
Quick, check this out! I've accessed the women's 4th floor changing rooms. Cool!



Is that a massive gun or are you really, really, really well endowed?



Do you want to pick up the key? No, I want to stay in this room forever!



If you're colour-blind then you'll have a few problems sorting out these puzzles

Glass-lined corridors, hmmm? You think something nasty's going to leap through?

Mr Hand says that you should get the bloody hell off this island, you silly cow

Dino Crisis

Resident Evil daytrips to Jurassic Park

Swap zombies for dinosaurs and the B-movie style shock horror continues where Res Evil left off, with the gore and puzzle orientated adventuring set to maximum! Dino Crisis goes for the throat at every opportunity, and is one of the few games that'll have your pulse racing as velociraptors smash

soldiers, Regina, Gail and Rick, forget about their old luncheon mate and head off into an eerily deserted compound. You can hear the dinner gongs ringing in the ears of every lizard in the place!

You control Regina, a feisty creature with an itchy trigger finger and a mean line in dialogue. She's no dumb follow-

'Dino Crisis goes for the throat. It'll have your pulse racing as velociraptors smash their way into your hiding place'

their way into your hiding place. But I'm getting ahead of myself, so it's back to the beginning.

It's Jurassic Park really, with a mad scientist messing with DNA and performing amber experiments on a remote island. A bunch of special forces nutjobs parachute into the lizard pen, one becoming separated from his mates. He obviously hasn't seen Jurassic Park because the first thing he does is fire up a flashlight, signalling to a T-Rex that it's dinnertime! The three remaining

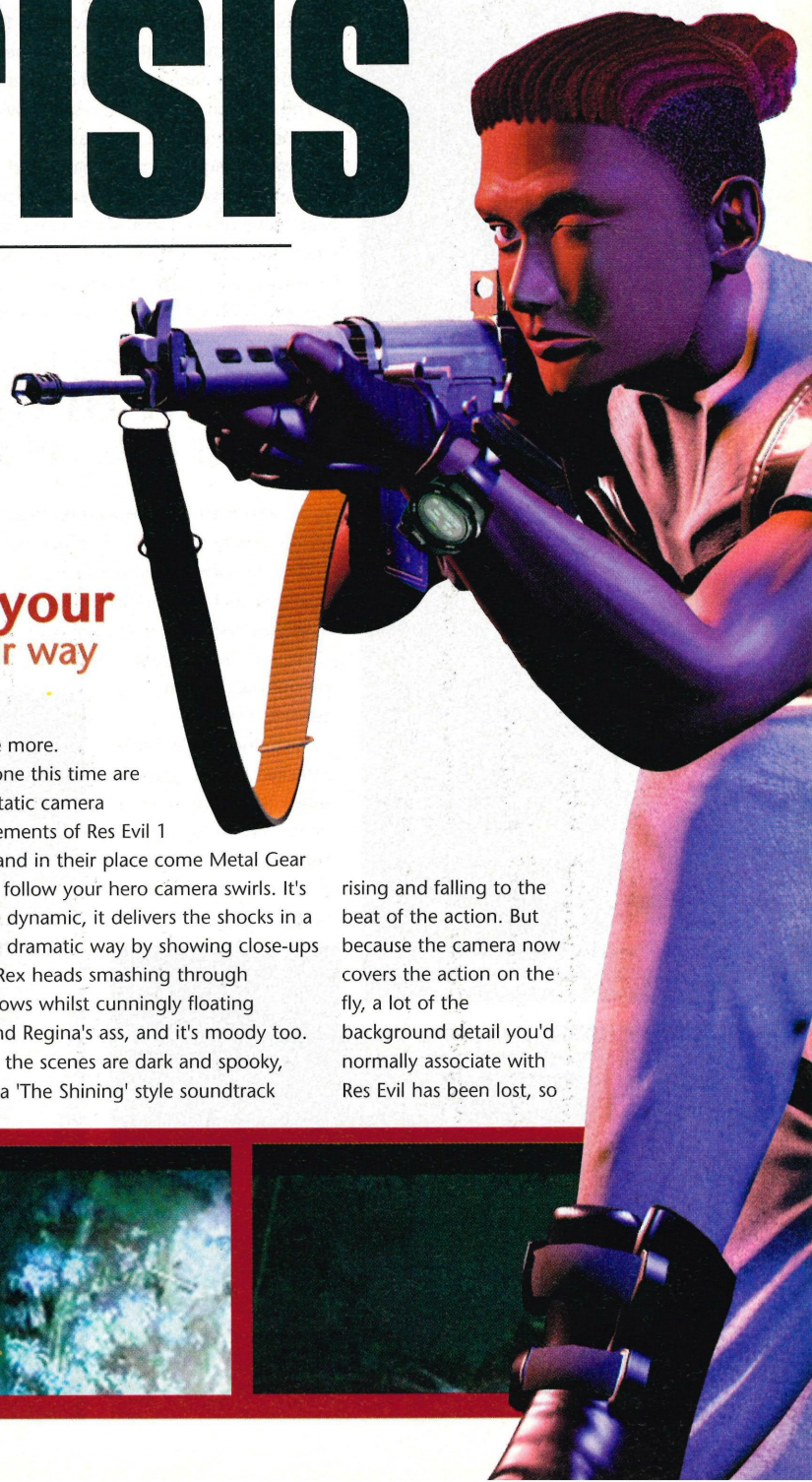
orders recruit, Regina can sense trouble, pointing her weapon in the direction of the next assault and often leaping out of the way of an unseen attacker. But not only is she smarter than the average Res Evil hero, the dinos are all super intelligent too. Closing a door between you and a zombie would mean the end of an attack in Res Evil, but not here. The velociraptors keep on coming, kicking down doors in their relentless pursuit of you. You'll panic, you'll cry with frustration and you'll definitely want

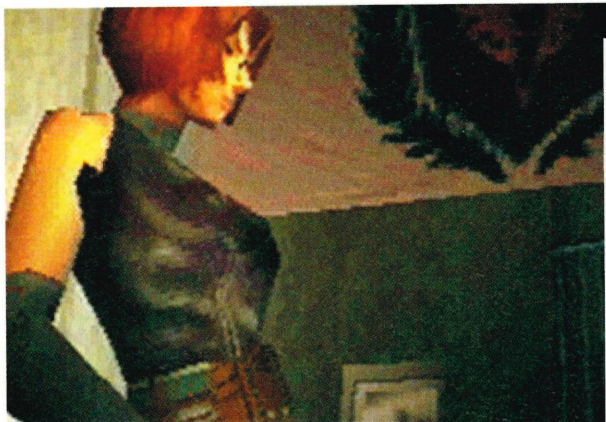
some more.

Gone this time are the static camera movements of Res Evil 1 & 2 and in their place come Metal Gear Solid follow your hero camera swirls. It's more dynamic, it delivers the shocks in a more dramatic way by showing close-ups of T-Rex heads smashing through windows whilst cunningly floating behind Regina's ass, and it's moody too.

All the scenes are dark and spooky, with a 'The Shining' style soundtrack

rising and falling to the beat of the action. But because the camera now covers the action on the fly, a lot of the background detail you'd normally associate with Res Evil has been lost, so





They're always bringing dead things into the house looking for praise



there's a price (only a small one) to pay for dramatic effect. But at least the new camera system does differ from the RE formula, because without it you'd be staring in the face of a zombie clone.

The weapon aiming is the same twirl on the spot with the gun pointing straight ahead, the collect plugs and keys and passwords puzzle system is an exact copy (it even makes the same noise when you swap between menus in the inventory) and the frustrating pauses between rooms, climbing stairs, scaling

ammo is limited and the pistol you start off with is a bit like pissing on a chip pan fire, but eventually you can upgrade your weapon, find increasingly more powerful rounds, and, of course, a rocket launcher.

However, the crux of the adventure is the puzzle solving element, not the dino popping killage, which is definitely the fun bit. The puzzles start off quite straightforwardly, matching coloured cylinders, finding safe

'Velociraptors leap onto your chest, rake you with their feet, or grab the nearest limb and shake you like a doll'

ropes, also rears its time wasting head. But then, why try to fix a formula that sells in the millions and is looking at a second sequel in the shape of Nemesis? What you have here is Res Evil with dinosaurs, and it works just as well, the dinos now bringing huge teeth to the party.

You'll find yourself being attacked by velociraptors, either leaping onto your chest and raking you with their feet, or grabbing the nearest limb and shaking you like a rag doll. Your

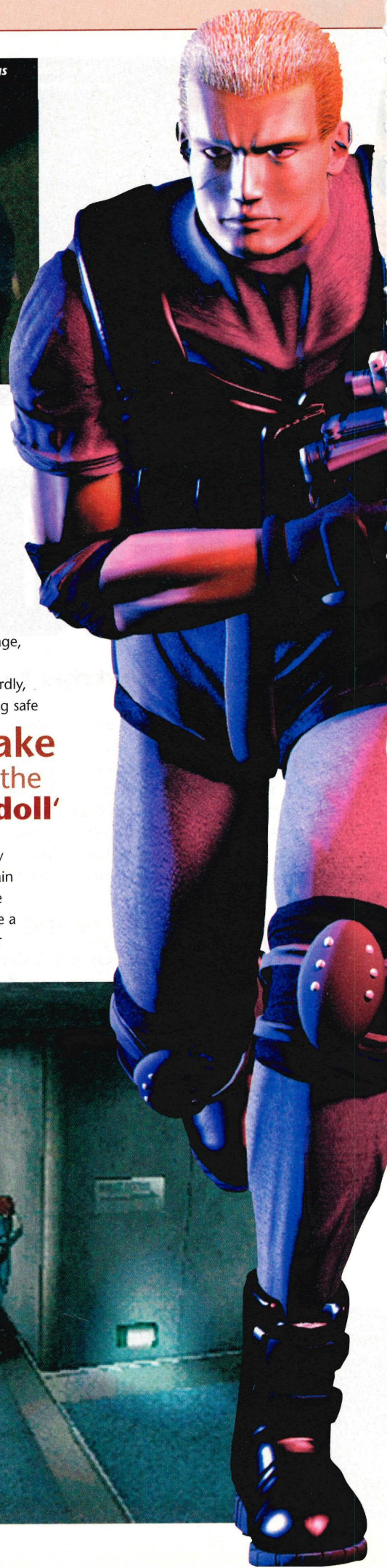
combinations in memos left handily around offices, but they don't remain that simple. About an hour into the adventure and things definitely take a turn towards the high IQ levels. For example, if a code is

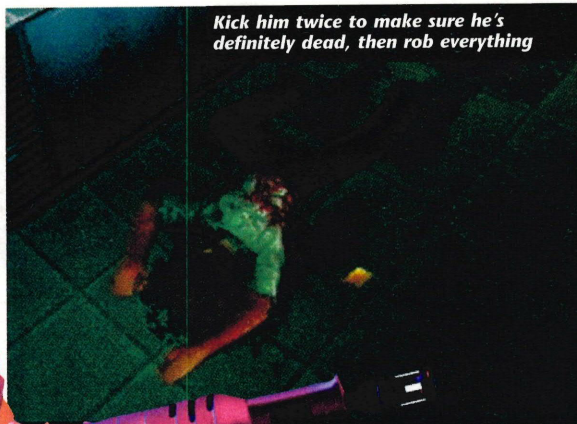
This widescreen telly is totally awesome. It's as if you're really there. Wow!

Vandals have made a right mess of the Park. They'll be at the swings next

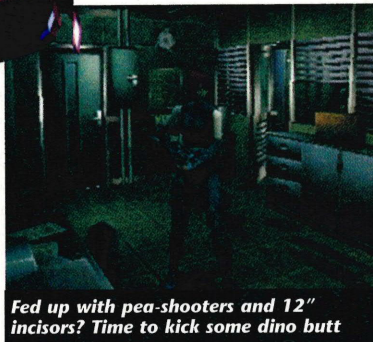


Even dinosaurs have a time of the month. Hang on, you can use mine

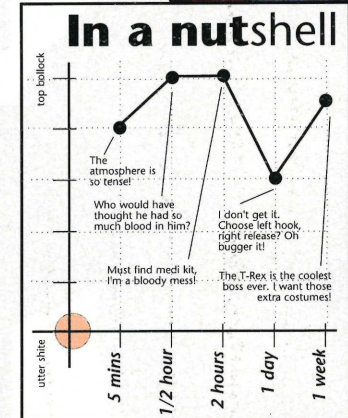
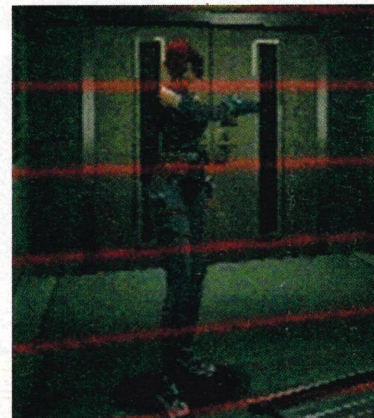
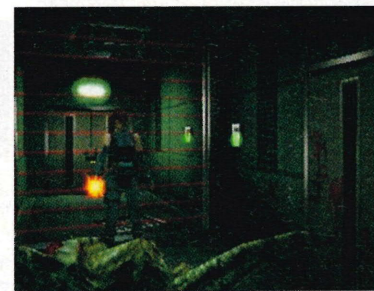
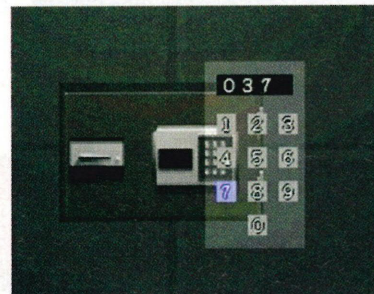
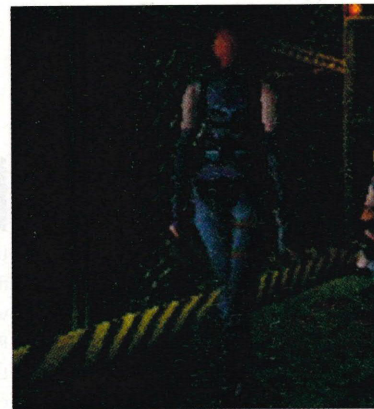
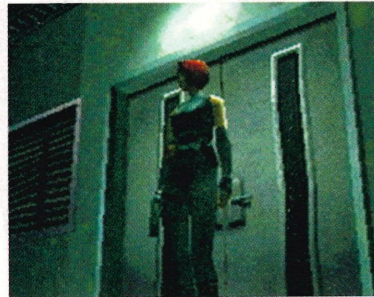




Kick him twice to make sure he's definitely dead, then rob everything

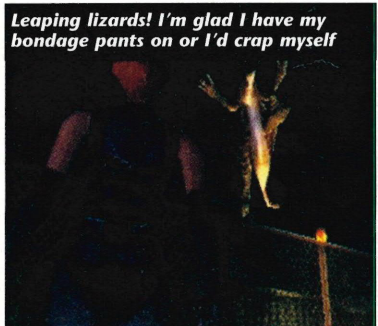


Fed up with pea-shooters and 12" incisors? Time to kick some dino butt



LFACBEDOEGHRACTDOERY and the key is 345678, what's the answer? Well, if 3=C, 4=D, 5=E ect. then you take those letters out of the code and you're left with LABORATORY. Simple eh?

The game's full of these brain-benders, high powered weaponry and blood thirsty critters that love to follow your messy B Positive trail about the compound. When you get injured blood leaks from you like a tap, you'll start to drag your injured leg along the ground and torn arms hang limp by your side, until that is, you mend yourself with medipaks and first aid kits that are



Leaping lizards! I'm glad I have my bondage pants on or I'd crap myself

strewn about the building, at least in easy mode they are. In normal mode the dinos are harder to kill but everything else remains much the same, expect for the different endings (this being from the makers of Res Evil after all), giving you extra costumes and better weaponry next time around.

So if you can't wait for Res Evil: Nemesis, or just want a tense, dinosaur killing, puzzle orientated adventure with atmosphere oozing from its forbidding new Metal Gear style camera work, then Dino Crisis is going to titillate you non-stop for about a month. And then it Tomb Raider 4 and after that Nemesis. It's going to be a great millennium.

Lewis

The Verdict

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Out now £39.99

Res Evil aside, this is a storming game that steals from the brainless one's fame and shows how Spielberg should have done Jurassic Park: The Game. From the dozens of incredible games coming out this month, get this for sure!

Alternatively: Res Evil 2. - Virgin Interactive ★★★★★

dual shock • memory card • one player

Published by Virgin Interactive

PRO 92%
Rated

WCW Mayhem



The art of Yoga is no match against a 330lb man with a bottom fixation.

Early-learning slap 'em up that's top dog for quick thrills

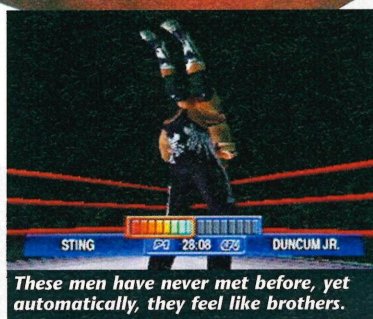
Bacteria feast on the sweat of 20,000 sodden wrestling fans. Black tee-shirts and WCW baseball caps paint the view in a sea of geeked up foam fingers. Sunk amongst this pre-pubescent view stand too extremely pissed off men. Pink and bronze flesh mesh and a man-truck hits the canvas flooring. Did he really catch an elbow full in the throat? Cant tell who he was or what he

did; from this distance your eyes can only scream for blood - they sure 'aint going to see any. So there you are, stuck behind a thirty year old metal head who's enjoying being twelve again. You can't see the fight because of this lice-infested bastard. He's got a beard from Z.Z Top 'R' Us and a 'tash from Satan. He knows everything about the inter-wrestler grudges. And he's got his big, fat and moshing head right in front of you. You dream of flying through the air, wrapping an arm round his neck and fragmenting his skull into the ice cream trolley. Blood will spray and the crowd will cheer. He must die, he must die, he must die - but there are too many witnesses. Someone will notice something. someone will talk. Calm down. Breath. Relax and lets try this again.

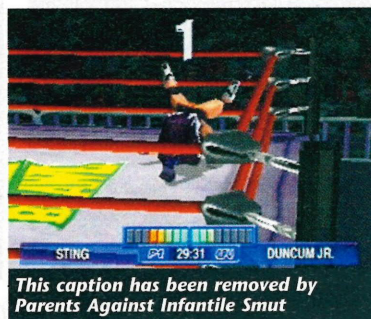
Perfect kill

You're seated in the worlds best pub as voted for by The Worlds Best Pub magazine. Drinks are free and the barmaid is easy. A shaft of light winks its way through the smokey (yet not at all harmful) air, saturating the wall with images of total wrestling destruction. This is it; pay-per-view action with no where for those nappy-wearing freaks to hide. You see the televised audience crooning for veins to be ripped from bodies and you don't care. With this good a view you can see everything. Now pick up a dual-shock and take control.

Goldberg hoofs Macho Man above his head and hurls him over the ropes. His frame crashes to the floor instantly followed by the man-beast. The camera snaps to a new angle. Not a blow is



These men have never met before, yet automatically, they feel like brothers.



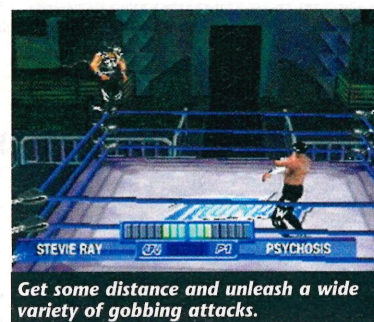
This caption has been removed by Parents Against Infantile Smut



YEAH? OH YEAH! Diplomacy skills are tested. Shut up and punch each other!



Nah, I can't find that watch anywhere mate.



Get some distance and unleash a wide variety of gobbing attacks.



This exquisite sculpture can be yours for only 12 payments of \$29.99. Call now.

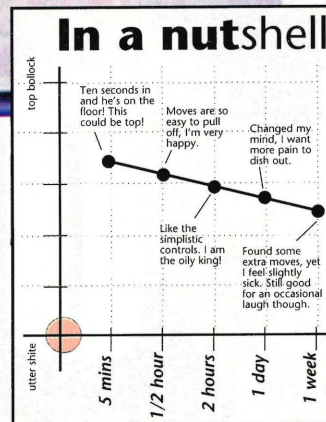
missed or insult unheard. Even when they run backstage and smack each other with balsa wood furniture. Life is good. The action is smooth. This is Mayhem.

Slap, Kick, Grapple. Shout, Shout, Pose. That's how wrestling games usually go. You spend ages fumbling around and then you finally manage to perform your character's trade mark move. Not so with Mayhem. Within the first few seconds you'll have grabbed your opponent by the waist, turned him upside down and dropped them on their head. Pull of something of particular interest and the



entourage of psychiatrists, physiologists, escorts and jizz-moppers. What a treat! But this is one stage further. You call the shots. You design the wrestlers. The circus is coming and you can't make it. That's bad. Electronic Arts dish out a Pay-Per-View code. You enter it into Mayhem. No

and it's got the standard "Create-a-Wrestler" feature. So it all boils down to this: Do you want to get in there and tussle without being a technical wonder or do you want something more gritty? More detailed? Look somewhere else. This is wrestling at it's most subdued.



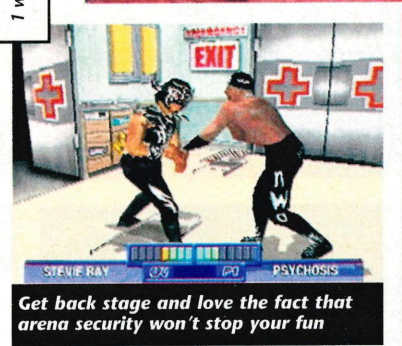
to get into. It's got cinematic camera effects

You can leap straight into the game without having to spend a fortune on Mr Memory brain booster tapes. Want to hurt someone really badly? Press a button and you're dish

out more punishment than a Soho dominatrix studio during happy hour. Want to perform a series of complex controller movements before you get to make some widows? Try another game.



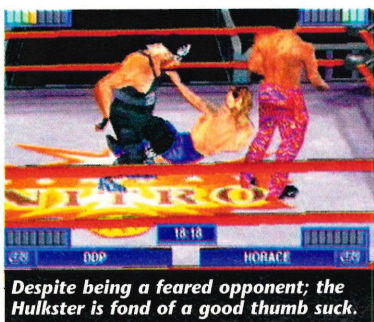
Getting camera shy? Run backstage and gain some well earned peace and quiet



Get back stage and love the fact that arena security won't stop your fun

'It's like being in control of a real event, but without having to deal with an entourage of psychiatrists, physiologists, escorts and jizz-moppers. What a treat!'

camera will pop to a new position; guaranteeing you the best seat in the house. It's like being in control of a real event, but without having to deal with an



Despite being a feared opponent; the Hulkster is fond of a good thumb suck.

queuing in the rain. No lice-infested rocker blocking your view. The PPV code will allow you to play the event at home, as it is in real life. You control the action, the PlayStation goes into overload to re-create everything in stunning detail. That's good! Mayhem is the simplest wrestling game

The Verdict

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Out now £34.99

Mayhem takes the wrestling game genre by the arm and cuts off its fingers. The more strategic wrestler (do they exist?) will want to have more control over the onslaught. Then again, more strategic wrestlers should be locked up.

Alternatively: WWF Attitude Ⓜ - Acclaim ★★★★★

dual shock analogue • memory card • two players

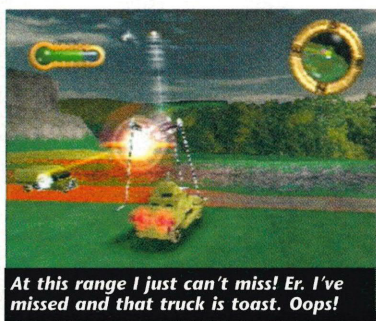
Published by Electronics Arts



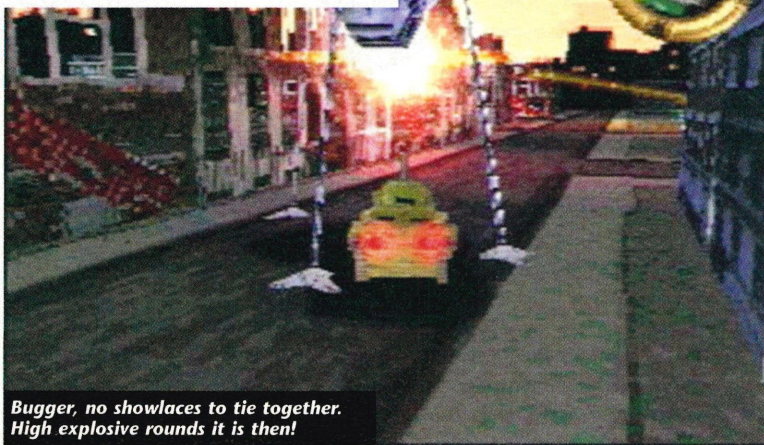
reviewed

War Of The W

Retro sci-fi action/strategy that arms up to kick E.T's green, bony butt!



At this range I just can't miss! Er, I've missed and that truck is toast. Oops!



Bugger, no showplaces to tie together. High explosive rounds it is then!

If the hit Will Smith Ego-trip movie Independence Day is to be believed, the only way to stop a mass Alien invasion is to sit back and let the Americans do their rinky-dink thang. Utter Bollocks of course, what you need is a group of good, honest British

gentlemen who know how to field strip a Lee Enfield rifle while brewing a nice pot of Earl Grey. What ho?

This full-on arcade/strategy assault takes its inspiration from the 1973 hit musical, which was in turn a re-working of the classic H.G novel. An unusual source for an action/strategy game you might think. Don't worry, there are no naked roller skaters singing about the Age of Aquarius while kicking E.T to death. The only way you will recognise its Broadway

'Luckily, the supposedly superior enemy doesn't prove to be that much of a threat at first'

roots is by the re-working of the rather funky (if slightly cheesy) music. In fact, the only way you will recognise its H.G Wells roots is by the period setting and iconic tripod Martians. So let's get this straight from the beginning, Martians invade Britain to the sounds of orchestral disco - You have to wipe them out by



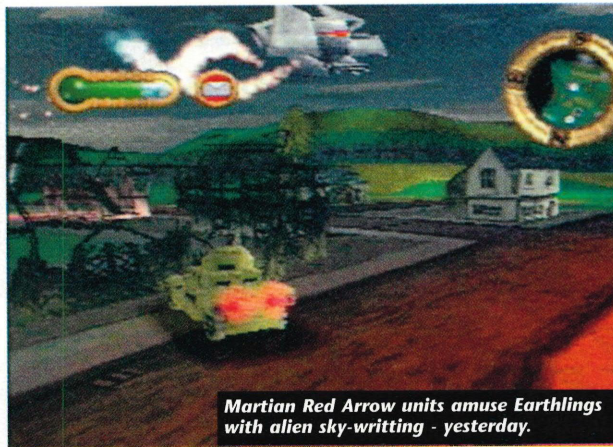
They're coming in too fast for our blasters! Oh hang-on - Wrong movie!

any means necessary. The defense of Blighty is going to be an out and out battle for survival, all in the name of King, country and the fact that you don't want to die a screaming death as your lungs fill up with super-heated gasses -

Huzzah!

Join or die

You are a raw recruit. Hell, no one has fought Martians before - everyone's a raw recruit. God bless those wise field marshals for organising training levels for level one. Right, let's see how to handle a

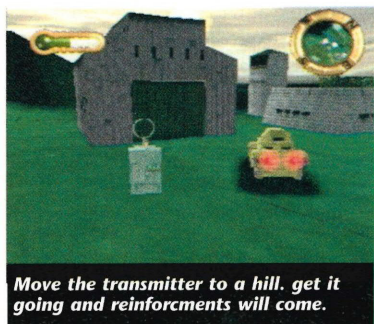


Martian Red Arrow units amuse Earthlings with alien sky-writing - yesterday.



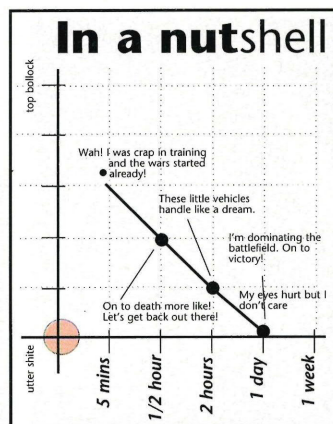
Attack the barges will you? Yeah, right! Die you alien flying scum bucket!

orlds

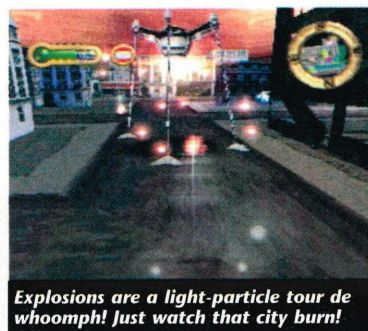


Move the transmitter to a hill. get it going and reinforcements will come.

truck. Race through flag poles, shoot balloons and generally get to grips with the controls. Right-ho, we've sorted that, onto a machine-gun nest we go. Blast those balloons before the timer runs out or... Bugger, the enemy has attacked. No time for extra training, get out there and make our grandchildren proud, or die in a horrible, yet unusual way. As you progress through each multi-mission level, you'll have to flip command between any available vehicles and perform a variety of highly dangerous tasks. One minute you're ripping the Martian presence out of the sky with an infinite supply of hot lead, the next you'll be providing escort for supplies trucks as Martian walkers scuttle after you. As the dust of the first surprise attack settles you start to get your act together and are able to set engineers to



work on new forms of war machine. These range from simple upgrades to the ability to use Martian technology. Luckily, the supposedly superior enemy doesn't prove to be that much of a threat at first. But damn it if the puke-faced little bastards aren't persistent. Get caught by a flying machine's heat-ray and your vehicle will need more than a quick panel beating and re-spray. It'll



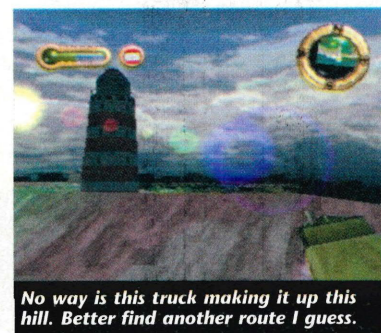
Explosions are a light-particle tour de whoomph! Just watch that city burn!

need a spiritual medium. You can save civilians from annihilation and chuck them into your factories. They're so happy to be alive that they'll happily build you replacement units without a single cry of slave labour. They're not going to complain when you've saved their Victorian asses from a fate that's more like Oh What A Lovely War meets Terminator 2 than the charge of the light brigade.

This epic war of attrition boils down to a simple set-up; they have fancy weapons and large numbers while you have the Dunkirk spirit and plenty of what-ho bravado. So it's a case of using your limited supplies in conjunction with your human brain while they just seem intent on taking out key strategic sights



This Martian scans areas for threats. Kill from a distance or it'll target you.



No way is this truck making it up this hill. Better find another route I guess.

whatever the cost while looking metallic and deadly-cool. They blow up a church; you take the wreckage to a factory and design superior weaponry. You move your anti-aircraft guns to guard the Thames; they get blown out of the sky and get to drown on a thousands years of murky effluent. Result! Stopping a major city being over-run by genocidal xenomorphs while performing multiple roles and attempting to gain the upper hand is what the whole War of the Worlds experience boils down to. It gives you a huge tin of toy soldiers and retro-designed aliens to play with and then dowses the whole ensemble with kerosene. Playing with fire has never been so much fun.

Will

The Verdict

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Out now £39.99

This is a full on power struggle for survival. non-stop arcade action that still keeps your brain working overtime. This can make the whole experience stressful. But what do you expect - a Japanese massage? Buy this or miss out.

Alternatively: Wargames - Ubisoft ★★★★★

dual shock analogue • memory card • two players

Published by Grolier Interactive

PRO 91%
Rated

reviewed

UEFA Striker

Slick soccer bonanza with graphical greatness that oozes entertainment



The barren footy free months have ended in style as Infogrames finally bless us with the finished version of UEFA Striker, and what joy we've had putting this through its paces. It's a new soccer star just waiting to be knighted, even Pro's very own queen, Chicken, has already sent his sword for a polish.

The French, though World Cup winners, aren't really too renowned for footballing greatness. Cycling and motor racing is more their broth of froth, but recent footballing exploits have redressed the

balance somewhat, and if Infogrames' UEFA Striker is a direct product of that you should be hoping (what am I saying?) for more on-pitch success for our cross channel cousins, as this is continental class in a

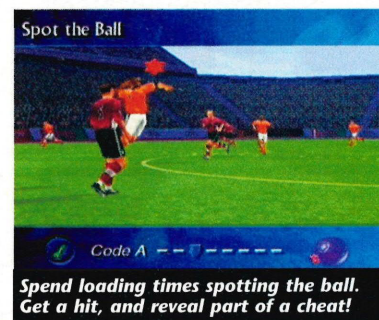
"Without doubt the most entertaining fusion of pace, power and playability this year"

highly polished glass. Bizarrely, there's not really anything that unique on offer, (football is basically, er... football) but

what's got me creaming so much is the fact that everything, from the cool intro, the nice front end to team selection,

gameplay and the stats screen at the end of a game is nigh on faultless.

After the chart topping monopoly of countless FIFA updates and some commendable attempts from the Eidos stable in the shape of Michael Owen's endorsed game and the Champ's League effort it's so thoroughly pleasing





to have another option. And when that option guarantees you more goal line action than Robbie Fowler's nose, it's all the more satisfying.

Purists are going to grumble at the amount of club teams available, as the selection is really just a cross section of Europe's major teams - so clubs like Inter, Juventus, Barcelona, Man United, Bayern Munich and Arsenal are in there, but sadly there's no room for the like of Newcastle United. But the fact is that there are more than enough alternatives to please all but the most loyal supporters who refuse to take part

obvious that your post pub Saturday night game time is going to be a whole lot richer. If there was such a thing as a PlayStation Premier League lottery, Striker's the equivalent of the gameplay jackpot. Match of the Day

"Carves defences apart easier than a psychotic machete wielding Zinedine Zidane"

unless they can play with the team they support Monday to Sunday. You can alter the team and player names of all of the 45 recognisable Euro contenders gracing the selection screen to solve that, though the kit designs remain as they are. However eight totally customisable challengers are on offer too, and there are 73 international sides in there, just to keep everyone happy.

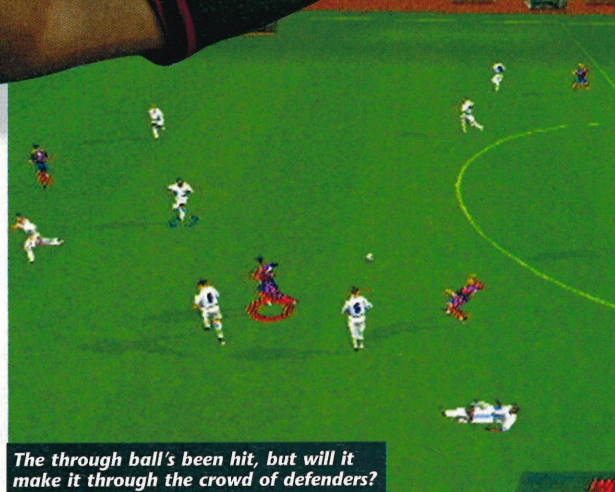
Power Play

So, you've picked and panned about with your team, then what? You get into the heart of the action, and soon realise that this hot young pretender is destined to be a World star. Jonathan Pearce and Ron Atkinson do a fine job of 'big-upping' the on field action, and as soon as the players emerge from the tunnel onto the pitch it's instantaneously

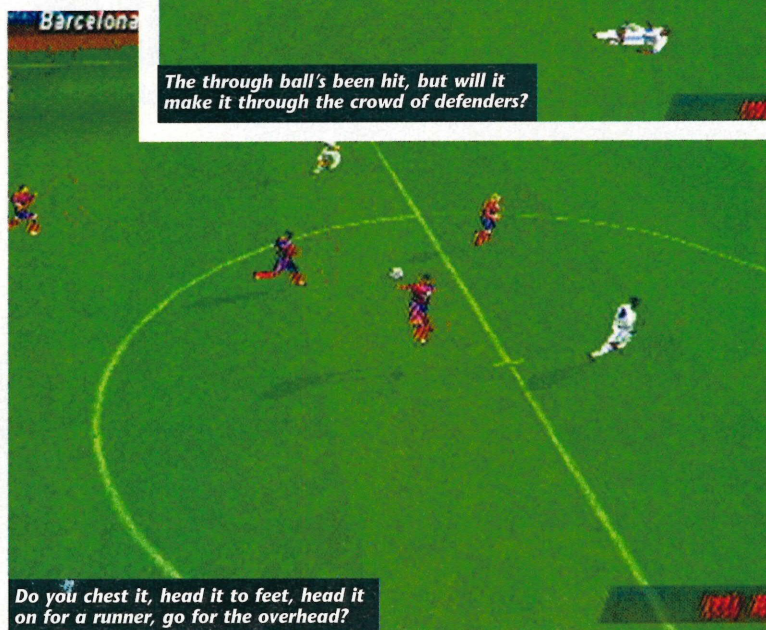
will be consigned to the subs bench, and even the mighty Des Lynam couldn't have stopped that!

Graphical detail is fantastic, with good likenesses of players, camera flashes and flag waving in the crowd and imposing stadia, giving an amazing sense of realism. Greater realised when you sit back and watch someone else playing, as you can take more notice of the camera swooping out to display the stadium roof and rafters; cracks of light and fancy cantilever designs enabling you to see outside, far into the city backdrops. But all that counts for nothing if it plays like a post-puke hungover Sunday eleven. No worries!

UEFA Striker is a sure fire finger bleeder sent from football heaven and is without doubt the most entertaining fusion of pace, power and playability



The through ball's been hit, but will it make it through the crowd of defenders?



Do you chest it, head it to feet, head it on for a runner, go for the overhead?

"That's one of the best saves I've ever seen, and I should know, I've seen a few"
Ron Atkinson - UEFA Striker



After all is said and done, what we are looking at is a game of two halves



England go one up! That's not Massimo Taibi in goal by any chance?

Practice makes Perfect

To get complete access to all of UEFA Striker's game modes you'll need to attain UEFA Coach level in the training mode. Score eight or more on all of the following disciplines and that's exactly what you'll do. Great idea, well executed, and another reason why Striker should be at the top of your 'must buy' list

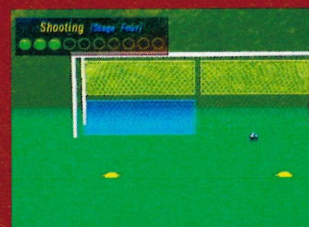
Training - Certificate Award

Shooting	-- / --	UEFA Player level attained
Passing	-- / --	UEFA Player level attained
Defending	-- / --	UEFA Player level attained
Penalties	-- / --	UEFA Player level attained
Setpieces	-- / --	UEFA Player level attained
???????	-- / --	UEFA Coach level attained

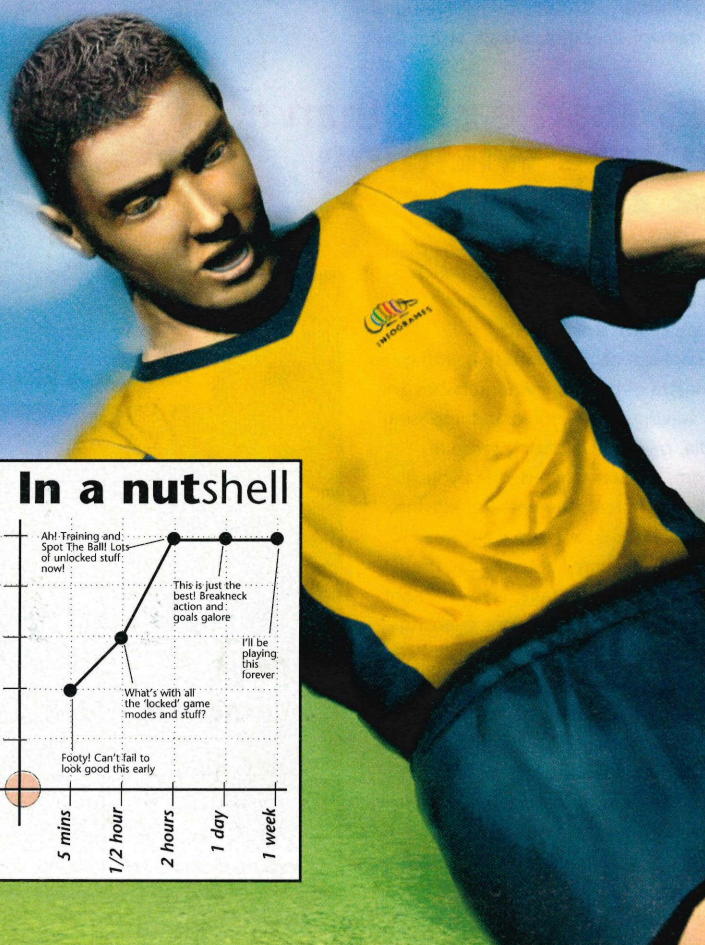
Camera Dist

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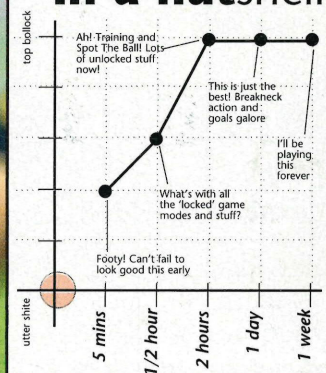
Change camera distance



Oi! Yeah, you in row F. My missus definitely does NOT take it up the ...



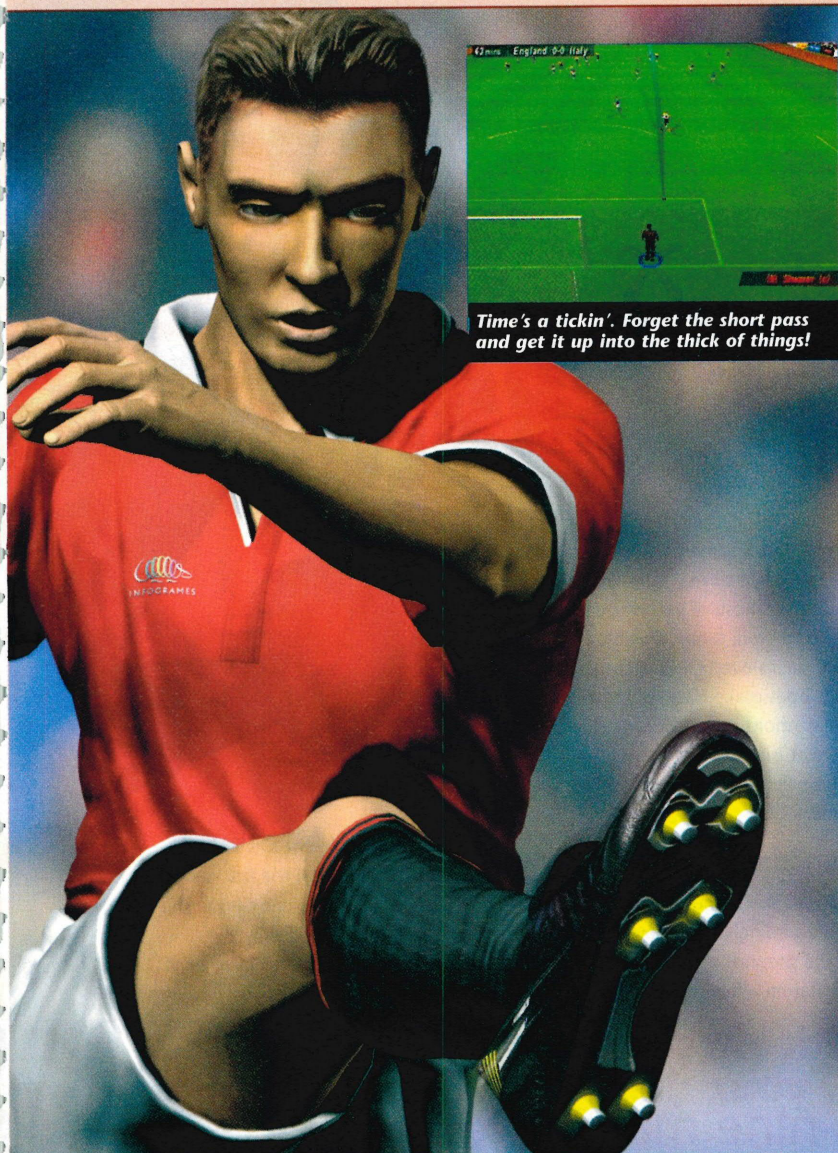
In a nutshell



this year. It's slick, controlled and easy to get to grips with, but at the same time there's plenty of scope to improve and perfect your game. Each button provides a different header or volley or pass, and you have a through ball - the finest defence splitting weapon in your arsenal. It can be a bit hit and hope, but that's because it generally carves defences apart easier than a psychotic machete wielding Zinedine Zidane.

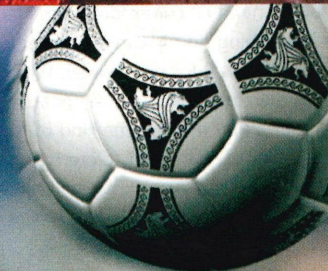
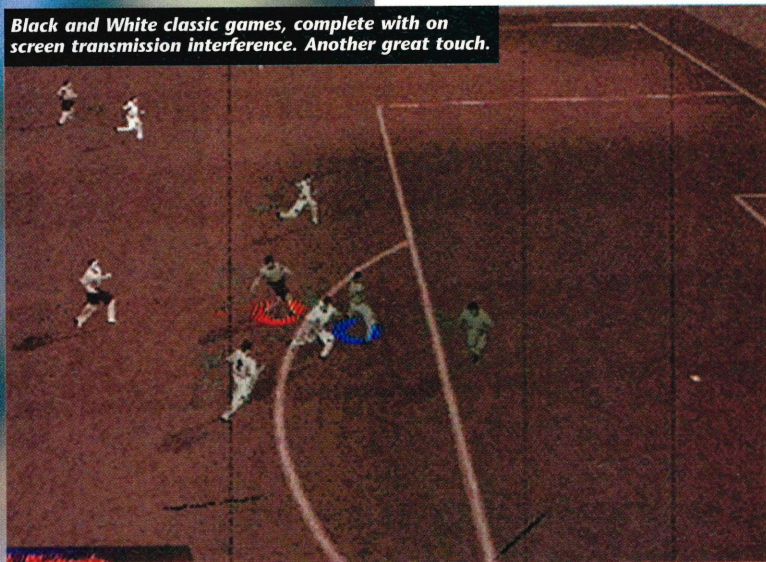
The Real Deal

Tackling is done via the traditional options of a slide or poke, and rather than wildly swinging a lethargic foot into thin air if the ball is an inch too far away your players will impressively stretch in an attempt to get even the slightest contact. Believe me, that is a fine gameplay touch, I owe many a clean sheet to the determination of full stretched defenders! Advanced skills are in there also, and you can call your keeper from his line to meet crosses and challenge headstrong strikers, and if spectacular goals are your thing (as if they aint!) then Striker is without question the game for you. Every pass, chip, lob or shot is actioned when you



Time's a tickin'. Forget the short pass and get it up into the thick of things!

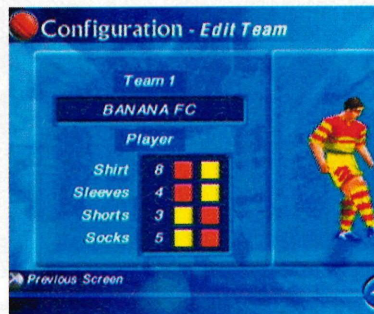
Black and White classic games, complete with on screen transmission interference. Another great touch.



The easy to use replay system grants you immediate and total control



Check out how far out and fast your shot was at the end of each replay



release the specific button, not when you press it. Which means you can charge shot power, so if you manage to press the shoot button down for

- the choice is yours.

PlayStation owners have been spoiled rotten on the footy front since the machine was launched all those years

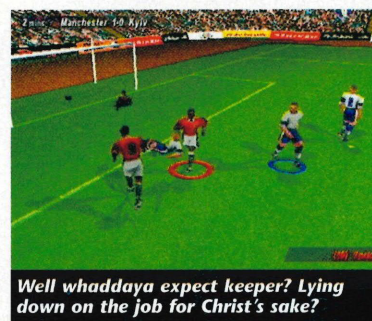
"Match of the Day will be consigned to the subs bench, and even the mighty Des Lynam couldn't have stopped that!"

anything over three seconds any opposition keeper attempting to stop the shot will need asbestos gloves to stop his hands catching fire!

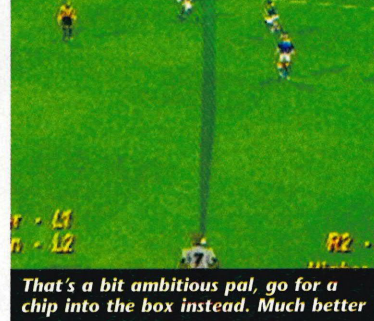
Great shot! He's tipped it over - corner. What do you do? Topping off the already fantastic gameplay goodies is perhaps the coolest concept in a football title for a long time. UEFA Striker is played in real time, and in this situation, or any dead-ball one for that matter, you can use this real time gameplay to your advantage. Take a quick kick, and you may be able to get your cross in before any defenders have had time to get back and cover, or alternatively you can wait ten seconds until your own man mountain defenders manage to get into the box looking for that special winning header

ago, and these games seem to have peaked in recent times. Great strides forward are almost certainly a thing of the past, and UEFA Striker is no exception to that. However it can claim to be a contender in every comparable department with any comparable alternative, and I know who I'd be backing to come out on top too. The smart money's on UEFA Striker scoring every time.

James



Well whaddaya expect keeper? Lying down on the job for Christ's sake?



That's a bit ambitious pal, go for a chip into the box instead. Much better

The Verdict

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Out now £39.99



UEFA eclipses the competition with its stunning animation, peerless pace and unrivalled excitement. FIFA, bend over and take it like a man. Console football just found a new God, and life has meaning again. Cheers Infogrames!

Alternatively: Fifa 99 - EA Sports ★★★★★

dual shock analogue • memory card • eight players

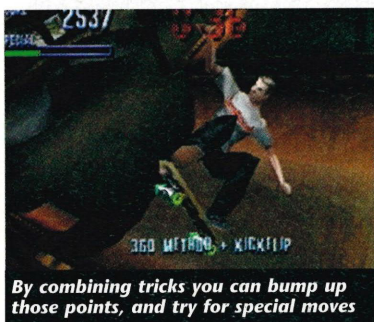
Published by Infogrames



reviewed

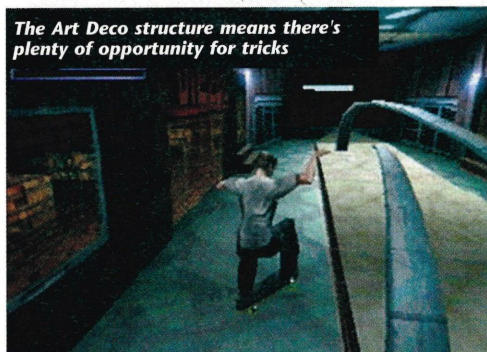
Tony Hawk's Pro Skater

Absorbing, rad skateboarding feast with professional connections



By combining tricks you can bump up those points, and try for special moves

The Art Deco structure means there's plenty of opportunity for tricks



You can take to the school grounds and raid their swimming pools for serious phatness

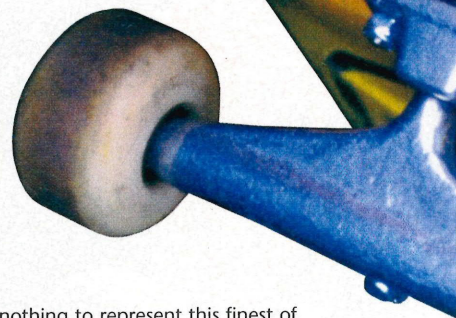
"This is the best day of my life, I swear to God. This is it. This is what it all comes down to. I feel like everything (in my career) has led up to now. That's it for me, I swear. What else is there? The 900 was my goal."

What's a 900 then? Some kind of lottery game? The secret to eternal youth? 'Fraid not. The above statement was made by pro skater Tony Hawk at this year's Summer X-Games in America. Hawk had just made skateboarding history by pulling off a 900 in front of a massive crowd at the

games, that's spinning 900° (two and a half complete turns) in the air before landing to those of you who are too stupid to work it out. This may not mean seem overly important to most, yet it does make Hawk about the coolest mofo there ever was (trust me). But that isn't the only reason why Tony Hawk's Pro Skater is such a fantastic game.

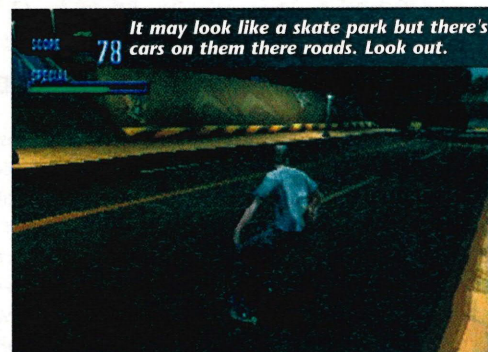
Radical highs

It always struck me as a bit strange that skateboarding games have been so thin on the ground. Until Street Sk8er hit the PlayStation a few months ago, there was

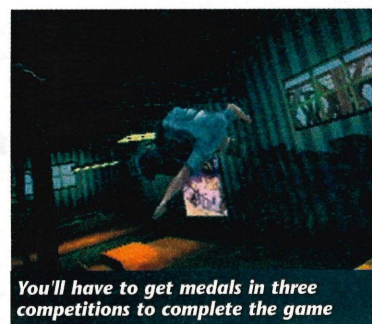


nothing to represent this finest of sports. Pro Skater is the first game to give this cultural phenomenon the attention it deserves. Ten professional skaters have been digitised up for the game, including Bob Burnquist, Geoff Rowley, Bucky Lasek and Hawk himself. As well as a Practice and Single session mode, the main Career mode tests your skating agility to the full. Beginning with a training level in a Warehouse, your dude flips his way through a total of nine massive levels (including anything from skate parks to complete cities).

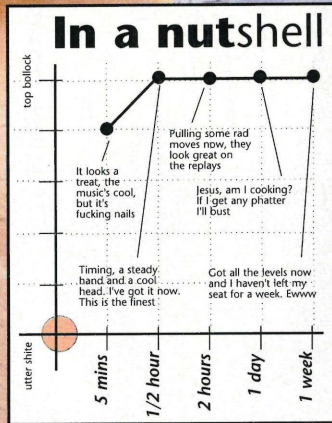
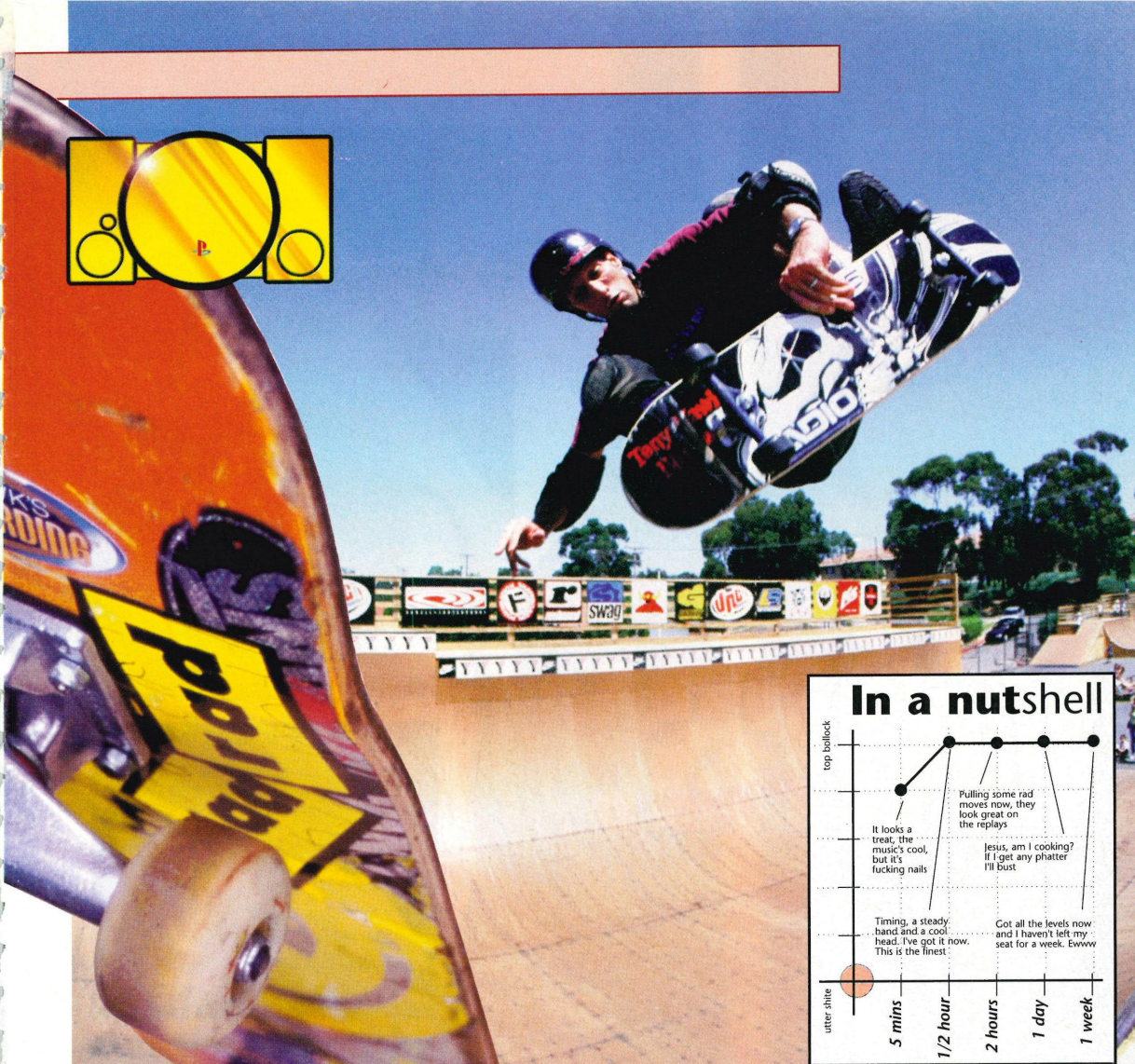
'Beginning with a training level in a Warehouse, your dude flips his way through nine massive levels'



It may look like a skate park but there's cars on them there roads. Look out.



You'll have to get medals in three competitions to complete the game



The Career mode covers your progress as you collect points on each level, then comes the ingenious bit. As each level loads you are informed that you collect videotapes by achieving certain goals. By collecting so many tapes you will unlock more levels and more equipment. Some tapes will become available when you perform enough tricks to hit a certain high score, where others will be physically hidden around the courses, or will be collected by picking up bonus icons that float around the course.

Groove Holmes

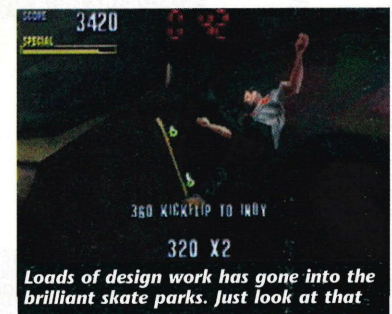
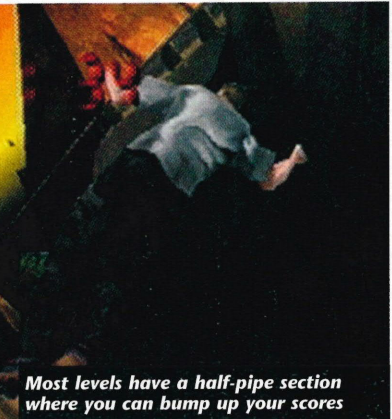
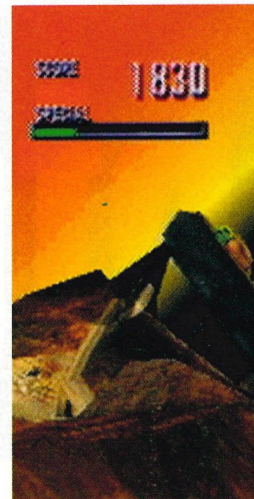
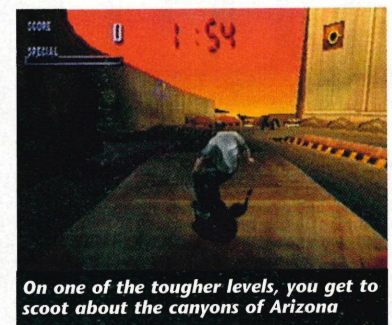
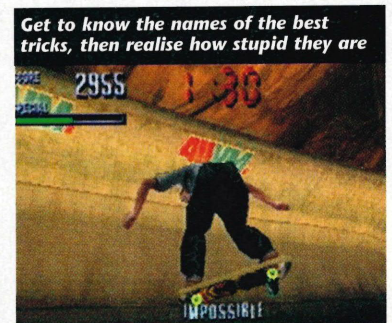
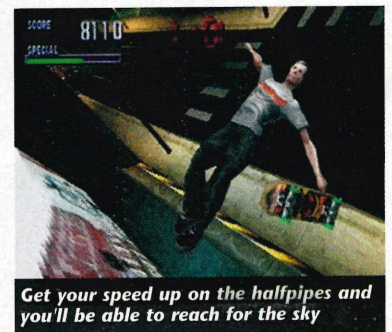
When you commence on a skating jaunt, you may be tempted to throw your controller at the screen and hurl your copy of Tony Hawk at the nearest planet, as pulling off the easiest of tricks may seem like the toughest exercise known to man. The reason why Pro Skater seems so devilishly difficult is due to the fact

that it's the most realistic skateboarding simulation available. If you make a jump and pull a trick you need to turn your board in the air to land with your board faced in the right direction.

As well as the brilliant one player game, a revolutionary two player game (choose from three types) is included. This features Graffiti, in which players battle for park supremacy by colouring

the obstacles their colour (red or blue). Obstacles are painted by performing tricks across them. Your opponent can claim back an obstacle by performing a better trick. Just another addition to an incredibly successful boarding spectacular.

Sam



The Verdict

Out now £39.99

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

I know the phrase 'the best skateboarding game on the PlayStation' doesn't say much, so how about 'one of the best games on the PlayStation'. Still not got the message, then spend your 35 quid on a brain enema.

Alternatively: Street Sk8 - Electronic Arts ★★

dual shock analogue • memory card • two players

Published by Activision

PRO 93%
Rated

Star Wars: The Phantom Menace

And...breath. At last the long-awaited Episode One hits the shops, but what are you in for?



A mind-bending array of beautiful colours

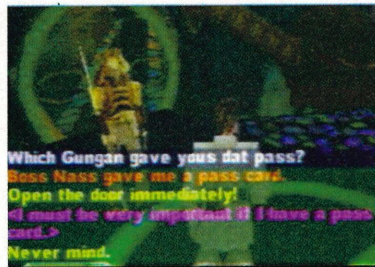


Thank you waiter...I'll have that little fella right there

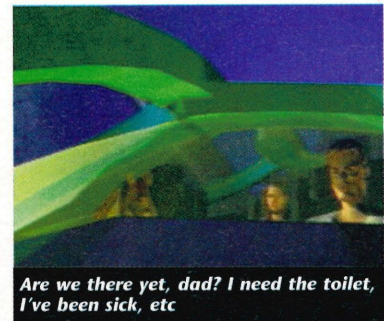
LucasArts intention to release a Star Wars racer didn't take off, but patience has been rewarded with the release of Episode 1: The Phantom Menace.

The Phantom Menace is an adventure game in which you take on the persona of a key character from the film, such as: Obi-Won Kenobi or Qui Gon Jinn. As the game progresses you get to play other characters (Queen Amidala, Captain Panaka). Although the game follows the events of the film, you can change your adventure by interacting with Non-Playing Characters - who can help or hinder you. Take the time to speak to and help these needy folk and your life will be made easier. Interaction with other characters will create different scenarios and lengthen gameplay.

In an attempt to 'keep it real' LucasArts have included Jedi tricks - you



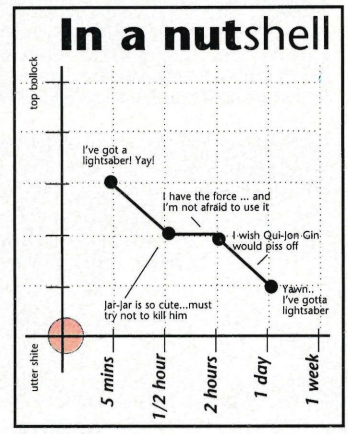
The writing in pink shows Obi Wan Kenobi's mind-bending abilities



You've got the map upside down! I know it's around here somewhere



Big jobby - just try and flush this baby



can use the mind trick on other characters and use your force powers to push objects and knock-down enemies. The force trick is useful when you are totally overcome by a gang of nasty Battle Droids or Tusken Raiders (which you quite often are!).

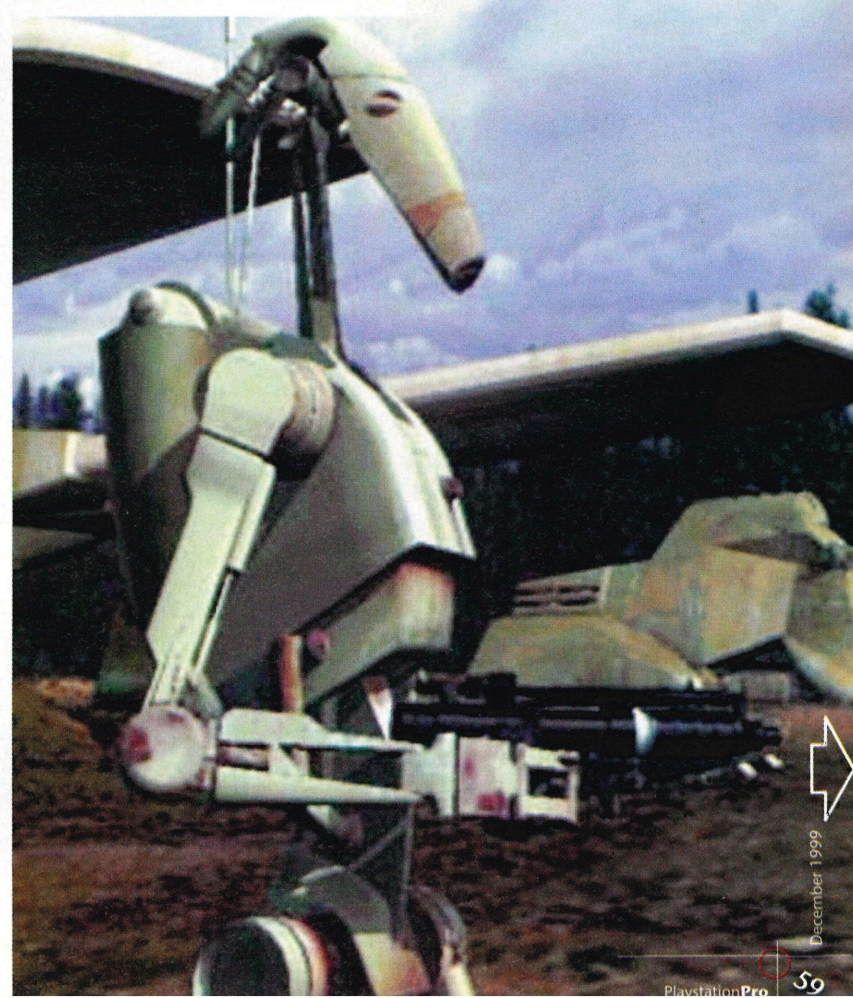
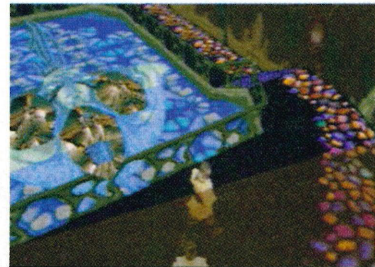
Ewan McGregor and Liam Neeson appear in the game version. McGregor as Obi-Wan Kenobi and Neeson as Qui-

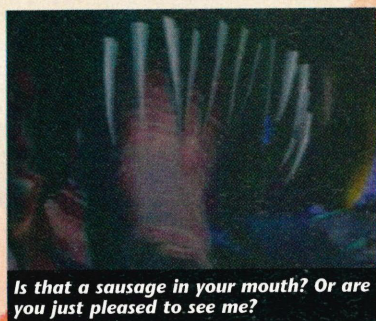
slightly behind whichever character you are playing) is a bit of a pain. You can't see that far in front of you and it often obscures your view of oncoming enemies. The journey will take you to such locations as Naboo, Tatooine and to the Galactic capital of the world

'Suicidal Qui-Jon Gin will follow you around trying to get himself, and you, killed'

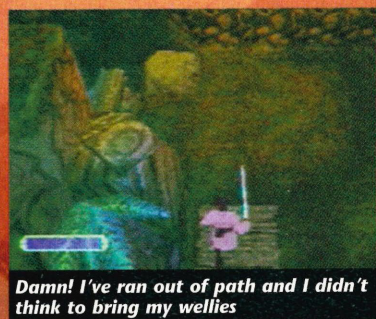
Jon Gin. Suicidal Qui-Jon Gin will follow you around the levels getting in the way and generally trying to get himself, and you, killed. To give him his due (although he is a bit of a lemming) Qui Jon Gin will pass on wise advice, such as: "Don't even try to fight them."

The graphics are not as good the PC version and appear a little blocky, but, gameplay is fairly smooth. The third-person perspective (located above and

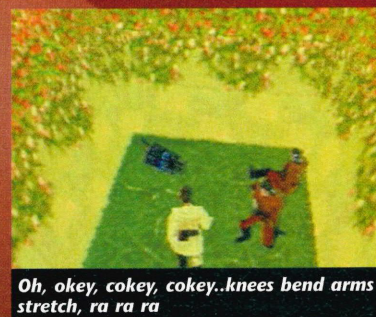




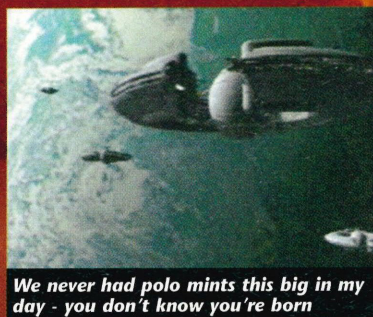
Is that a sausage in your mouth? Or are you just pleased to see me?



Damn! I've ran out of path and I didn't think to bring my wellies



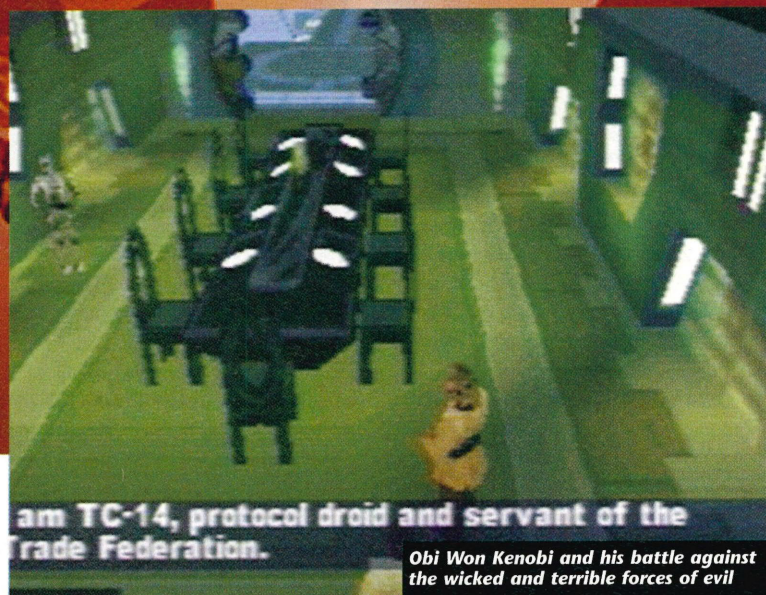
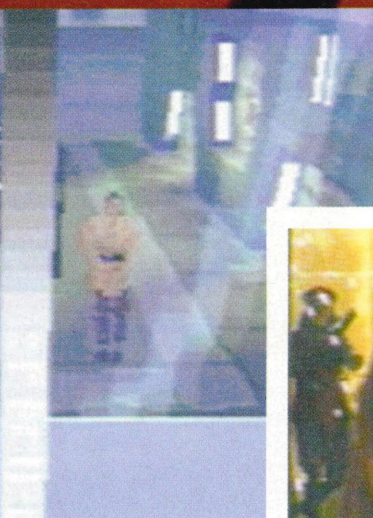
Oh, okey, cokey, cokey..knees bend arms stretch, ra ra ra



We never had polo mints this big in my day - you don't know you're born



Run for your lives gas filled room



I am TC-14, protocol droid and servant of the Trade Federation.

Obi Won Kenobi and his battle against the wicked and terrible forces of evil



Mine's bigger than yours...neh..neh..neh..neh..neh

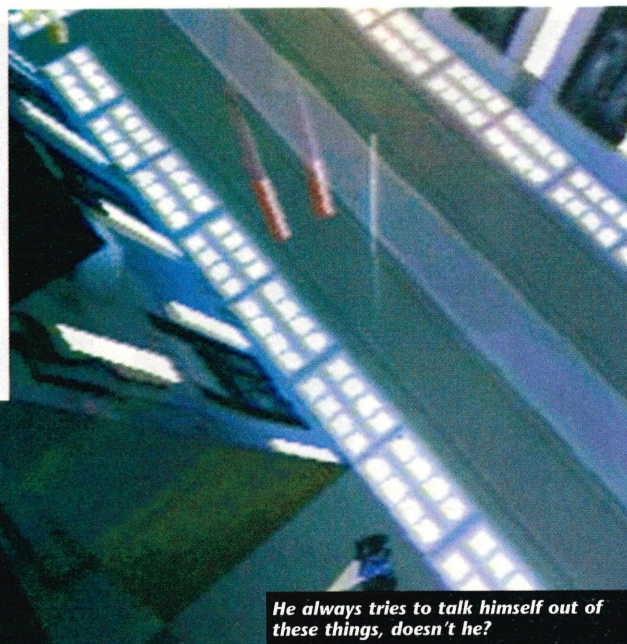
Coruscant as you fight your way through the obstacles that confront you with each step.

Weapon robbin'

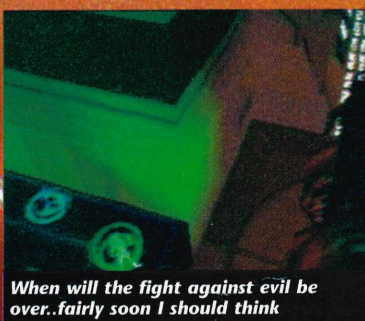
When you have killed, make sure you check the ground as you can quite often claim their weapon and add to your collection of blasters, rocket launchers, and grenades. There is no weapon quite like the lightsaber; it kills, protects and is every little boy's dream come true. It is certainly the most useful



If we can reach the hangar bay, we may find a way to escape.



He always tries to talk himself out of these things, doesn't he?



When will the fight against evil be over..fairly soon I should think

more enemies and attacks. Your only real power is the force throw and its quite handy when your girly-acrobatics and array of weapons are ineffectual.

You can see that the LucasArts Phantom

'Your only real power is the force throw and it's quite handy when your girly-acrobatics fail'

weapon when faced with a tirade of bullets and surrounded by enemies it reflects the bullets back at them.

Phantom Menace is so much more than an adventure game: it combines role-playing, Crystal Maze-type puzzles, fighting the enemy and interacting with the locals.

The sound is good, with the original film score to accompany you as you battle through thick bushes and blocky landscapes. As a special bonus the game CD includes the 'Star Wars: Duel of the Fates' music video.

In the early levels you are only faced with a handful of enemies and the game seems fairly simple. However, as you move through the levels there are far

Menace team worked closely with LucasFilm to produce a good-looking game which is as similar to the film as possible (and, therefore, attractive to SWs' fans).

There is far more to this game than 'shoot' and 'kill' but, actually, little 'skill.'

Natalie



20 Things you didn't know about Star Wars... and probably don't care

- 1 George Lucas partly based the character design of Chewbacca on his ex-wife's dog, Indiana, which also lent its name to another of Lucas' characters.
- 2 Film companies were not interested in Star Wars before it was released - it was broadcasted on childrens television as a mini series.
- 3 Peter Mayhew, who played Chewbacca in the first 3 Star Wars movies, used to be a hospital porter in London.
- 4 After filming Star Wars, Peter Mayhew returned to his job as a hospital porter in London.
- 5 George Lucas wanted to call the Luke Skywalker 'Starkiller'.
- 6 The actor who played Wedge, in the original Star Wars trilogy, has a famous nephew: actor Ewan McGregor.
- 7 Before his role as Hans Solo, Harrison Ford worked as a carpenter.
- 8 The character Luke Skywalker was originally going to be a girl, but, Lucas changed his mind when he created Leia.
- 9 Illustrator Ralph McQuarrie's vision of Lord Darth Vader was based on a medieval Japanese samurai warrior.
- 10 For the Rebels' secret base, a crew was sent to Guatemala to film an overgrown ancient temple where human sacrifice was practised.
- 11 After filming in England, George Lucas suffered from hypertension and exhaustion - bringing on a heart attack.
- 12 After working for more than a year and spending over \$1 million, the visuals effects group had only three usable shots out of hundreds.
- 13 Lucas' first script for Star Wars featured the adventures of two androids.
- 14 When Lucas' first movie THX 1138 was shown at the Cannes Film Festival, he sneaked into the screening because he didn't have a pass.
- 15 Star Wars earned four times as much as 1977's no.2 hit Smokey and the Bandit.
- 16 'Star Wars: The Cantina Band' by Meco stayed at the top of the pop singles chart all summer in 1977.
- 17 Early in George Lucas' career, he went into a short-lived partnership with Francis Ford Coppola.
- 18 Crews filmed in the Tunisian desert for Luke's home planet, Tatooine, despite sandstorms and temps of 110 degrees.
- 19 Because the technology did not exist for what Lucas envisioned, he created his own special effects unit, which later became 'Industrial Light and Magic'.
- 20 Nobody knew if Star Wars was going to be a classic or a disaster, but some confident workers invested in 20th Century Fox stock - which later doubled in value.

The Verdict

Out now £39.99

dual shock analogue • two players

Published by Activision

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Don't believe the hype: The Phantom menace allows you to take a different path than the one the film offers. The lightsaber is a dream come true. Bangin' game!

Alternatively: Final Fantasy VII - Sony ★★★★★



PGA European Tour Golf

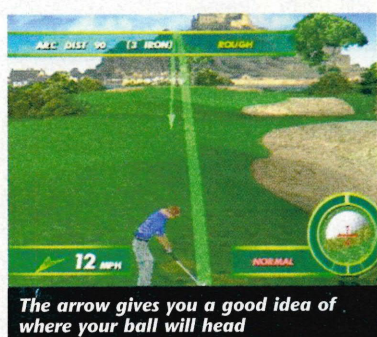
Brilliant put'em-up in the Actua Golf series



The island hopping extra game gives you a chance to perfect your distancing



An accurate swing is all important unless you want to get your shoes wet



The arrow gives you a good idea of where your ball will head



You have to make sure you allow for the gradients of the hills and those breezes

You have to admire golfers for their sheer lack of enthusiasm. Anyone who has enough time on their hands to spend days wandering about in a field, popping balls into holes in the ground with a pipe has to have less ambition than a chimney sweep with a terminal disease. But maybe that's just a typical city dweller talking. Maybe golfers have got it all right. They put the pressures of modern life

'Anyone who pops balls into holes with a pipe has to have less ambition than a chimney sweep with a terminal disease'

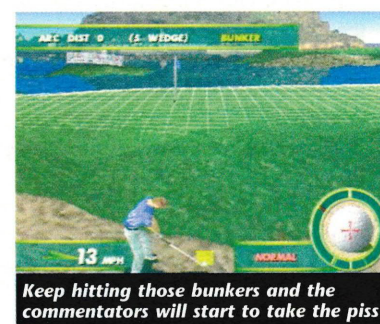
behind them for a day or two and... well, they walk about in a field popping balls down holes with a pipe. Anyway, it maybe a bloody daft old sport, but European Tour Golf manages to simulate it pretty well. That's a good thing. It is.

Swing shift

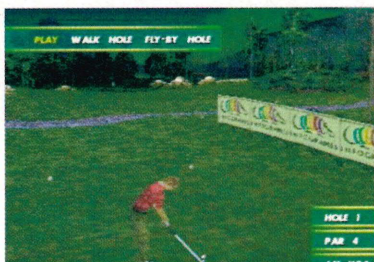
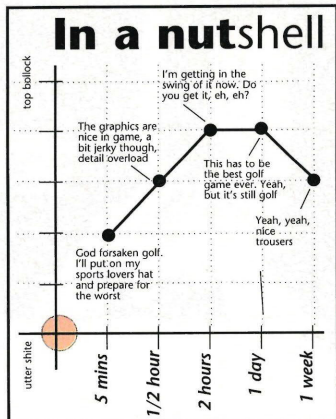
As this is the fourth in the Actua Golf series, it was always a good bet that European Tour Golf would be the best PlayStation golfer yet. Actua Golf 3 presented a good few revolutionary ideas to this most laid back of sports, including the clever use of the analogue controller to swing your club. This offering brings all the detail and scope of the third Actua together with the weighty advantage of an official sponsor. This means that the action is accented with a selection of real pro players, video footage of the stars at work and PGA tour stats, courses and competitions.

You are introduced to the game by a high-power introduction, featuring FMV footage of big-name golf stars hard at it on the fairways. This is oddly scored by indie sleep inducers Mogwai, who seem to be turning up in plenty Actua titles recently (the word contract springs to mind). I say oddly because this kind of music fits golf like The Carpenters would fit on the soundtrack of FIFA '99.

All the options you'd expect to find in a

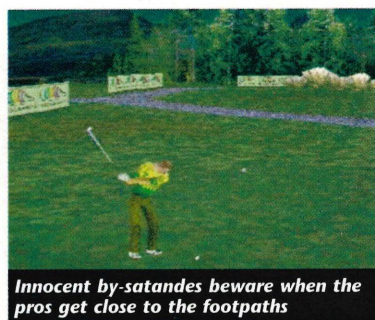
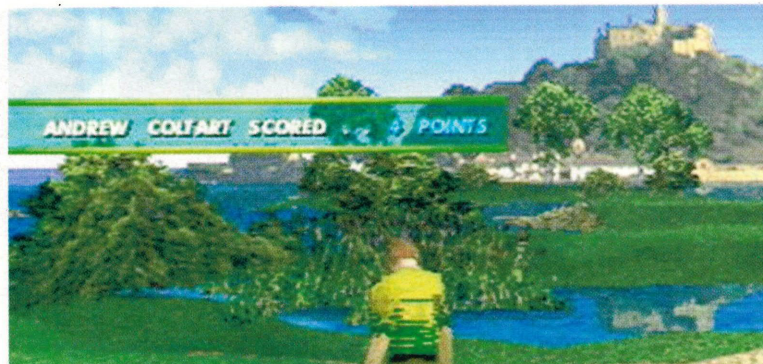


Keep hitting those bunkers and the commentators will start to take the piss



You can take your time over your swing. A few days would probably suffice

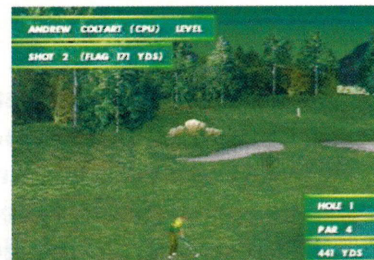
comprehensive sports simulation are included on the main menu. A quick match feature will take you directly into the action as your own persona on a random course. The European Tour gives you a choice of competitions to enter



Innocent by-satandes beware when the pros get close to the footpaths

direction of your swing, it's all down to you to swing the club with as much or little strength as possible to get the ball where you want it.

Every option you could need to keep the unrepentant boredom of golf within the confines of your living room is here. The graphics are more detailed here than



The different camera views give you a selection of angles on your shot



PGA Golf takes place in a number of intricately digitized world locations

Perfect your swing



The golf pros have an important list of standards they must stick to:

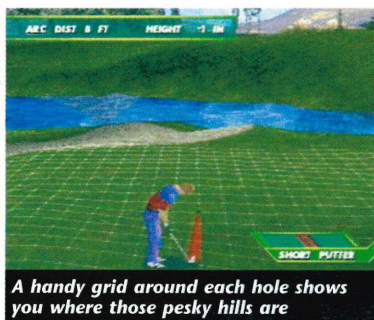
1. Keep a tight grip on those clubs in case you're attacked by wandering wildlife
2. Never wear anything that could be considered even slightly fashionable on the green
3. Keep your social life outside of the links bar to a minimum, no distractions
4. If you need a rest from the world of golf, make sure you do something extreme. Like serial killing
5. Make sure you look very old. Even if you're only 12

'Every option you could need to keep the unrepentant boredom of golf within the confines of your living room is here'

(beginning with AMA season, with Challenge Tour and European Pro Tour becoming available when you complete AMA), with a choice of professional players' personalities to take on once you've progressed enough to earn them. A Non-Tour option gives you access to practice sessions, and a selection of fun games (such as Island Golf and Night Golf) give you the crazy golf angle if you get bored with the serious stuff.

Clubbed to death

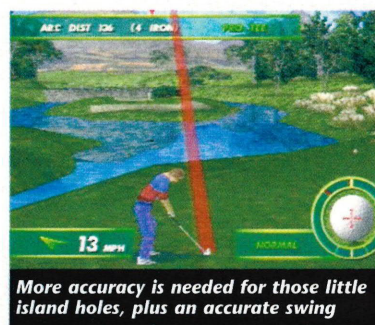
Once you're in the midst of the heated action and 'cut with a knife' atmosphere that is golf, a variety of well-thought out processes help you administer your skills to the fairways. Once you've adjusted the



A handy grid around each hole shows you where those pesky hills are

in the third offering, although they do jerk a little. The addition of a licence to use real-life players and events may seem like a small point, but it's made all the difference to European Tour Golf, and there's so much to please golf fans that the PlayStation has found its golfing standard.

Sam PRO



More accuracy is needed for those little island holes, plus an accurate swing

The Verdict

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Out now £39.99

It may be obvious that I'm not a golfing fan myself, but I can't ignore the smattering of useful features this offering gives fans of the game. If it's a comprehensive golf simulation fest you want, this is the PlayStation standard

Alternatively: Everybody's Golf - Sony ★★★★★

dual shock analogue • memory card • two players

Published by Infogrames

PRO 83%
Rated

Find out what our team of experts think about every game reviewed in Pro this month. Need further convincing? Look right here!



chicken



natalie

Rainbow Six

Take Two Interactive page 24

A great PC game that fails to come up to scratch because of the nature of the PlayStation. Complex controls and imperfect AI make this difficult to recommend when we have the standard that's out there now ☆☆

I like to have a mug of tea while playing a game, with this game that's impossible. It wasn't suspense that kept both hands busy - but the complexity of the controller. ☆



Final Fantasy VIII

Sony page 38

One of the best games to grace the console. An epic in every sense of the word. Final Fantasy VIII is an essential addition to your collection because it's so damn perfect. ☆☆☆

A love story with ass-kicking. Hope you're feeling sociable because there's loadsa dialogue (meetin' an' greetin' an' such), but you feel your input has little effect. ☆☆☆

Mission: Impossible

Infogrames page 42

Good to see that the bastions of the Nintendo 64 are crumbling. If anything this is better than the flawed N64 version and many of the sub-games will keep you interested long into the night ☆☆☆

Smooth graphics, smooth storyline. The facemaker is excellent, although you can't use it everywhere (a pain when you're running out of time and can't find anywhere to change). ☆☆☆

Dino Crisis

Virgin Interactive page 44

The creators of Resident Evil come up with the goods once again. Spooky and jumpy, this is Jurassic Park with real teeth. Leave the light on while you play. ☆☆☆

Fast-moving action and graphics. Gameplay displays a definite Res Evil influence. My only gripe is the greyness of the graphics. Scary man-munching monsters - believe me! ☆☆☆

WCW Mayhem

Electronic Arts page 48

About as good a wrestling game as you can get. Design your own wrestlers then pin them by the throat to the canvas and make their make-up run. EASY. EASY. ☆☆☆

Fat, sweaty, ugly, grunting bloke scenario. Cum an' ave a go if you fink your ard enuff crap that makes my head hurt. ☆

War Of The Worlds

GT Interactive page 50

All the atmosphere of Jeff Wayne's original script, all neatly rolled into a console game. Great music, great visuals - what more do you want? Get it. ☆☆☆

The time has come...they have come...run! Thank God for the training sessions at the beginning of this. The final fight with the alien-thingies is a pant-filler. Mummy! ☆☆☆



UEFA Striker

Infogrames page 52

A good footy game from a company that's looking to dominate every genre on the PlayStation. Loads of special moves and yet it's easy to play from the word go. Good stuff. ☆☆☆

Kick the ball! Oh, I don't know - I hate footie!



Tony Hawk's Stakeboarding

Activision page 56

A very special game. Captures the sport perfectly and turns into a classic. Skate fans and lovers of great gameplay alike should get down the shops right now ☆☆☆

While 'catchin some sick ass air' I repeatedly broke my teeth on metal pipes and smacked into walls. The soundtrack is funky but soon gets boring after hearing it repeatedly. Fast and furious ☆☆☆

Star Wars Episode One The Phantom Menace

Activision page 58

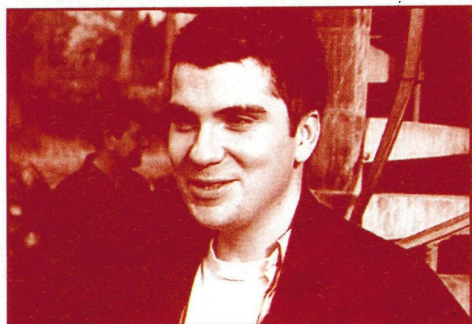
What a surprise - Phantom Menace fails to live up to the hype of the Star Wars phenomena. Film fans will enjoy the way it sticks to the script but ropy gameplay lets it down ☆☆

Pretty cool graphics, and sound effects - right down to my golfer having a little sneeze. Pretty well packaged although gameplay is a little too slow for any real excitement ☆☆

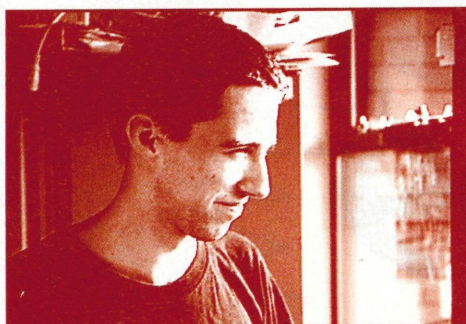
PGA European Tour Golf

infogrames page 62

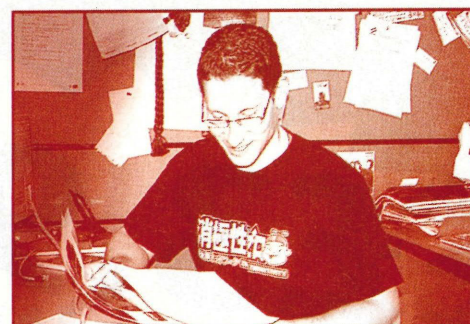
It's really the next stage in the Actua Golf series and plays as well as any of the other games with the added bonus of the big name licence for golf fans. Now you can dance on the green like the yanks! ☆☆



will



sam



lewis

It's still just a Manga-database program, but this time it looks better and has more nobs than a public school rugby team. Less talk and more actual adventure please! ☆☆☆

A series of good ideas that are strung together in a troublesome game engine. There are some nice touches that just about glimmer through a basic sheen of shite. ☆☆☆

Resident Evil was scary cos most of the Zombies can be met at my local bus stop. I've never seen a Velociraptor blagging change for the 192, so I'm not so scared of this cash-in. ☆☆☆

Don't believe Nat, she's just a whining girl. This is the best rendition of the great game that I have ever played and it deserves a special shrine of appcaition. Buy it. ☆☆☆

This is the Cool Boarders of the skating world. It's got all you need to believe you can fly, but without being anything like a shite R. Kelly song. Surfs up! Er... wrong sport. ☆☆☆

Wow, this is Star Wars - It's really good! NO IT ISN'T! The novelty value soon slips by as you realise all you've got is an old fashioned adventure come puzzler. If you've changed your name to Darth Maul then buy. ☆☆☆

PlayStations. Fast games, loads of action - 'avin it large with a double top and all that shite! And a nice game of golf while old men whisper in your ear? Not as good as any previous PGA games and far more frightening ☆☆☆

I was astounded by the PC version of Rainbow Six and merely disappointed by the PlayStation version. It seems that the people behind it might have had enough payback to give up ☆

I know the Final Fantasy series is widely regarded as the bollocks, but I've always had an unusual view of life and there's nothing here to keep me amused. Hate it, hate it ☆

This is more like my kinda thing. Great idea, and the gameplay kicks-ass a lot of the time. I wasn't impressed by the lack of colour, but this fares better than most Res-Evil wannabes ☆☆☆

So, wrestling sucks, we all know that. But add a bit of variety and it's all worthwhile. I especially liked the option to step outside for some pummeling. The finest wrestler yet ☆☆☆

It's not every day you see a game based on the soundtrack of a Sci-Fi, er, thing. This is a bit of a gem as there's plenty of stuff going on on screen and the gameplay is absorbing ☆☆☆

I loved this. There's never been a footy title to truly tickle my bristles, as I'm a bit of a heathen on the subject. But I found this to be fast and furious enough to keep me happy ☆☆☆

Like most of us, I think I spent a lot of time on this just because of the Star Wars factor. It is a passable platformer in it's own right, but Lucasarts hardly need my recommendation ☆☆☆

I absolutely loved the PC version and wept uncontrollably when I was shown this pathetic conversion. If it can't be done they should wait for PlayStation 2 and not milk the name. ☆

A mishmash of missions, some enjoyable, some really, really boring and dull. It's just too inconsistent for it to be a must-buy, so rent it before you splash the cash. ☆☆☆

There's practically a new wrestling game per issue of the mag. WWF Attitude is still king of the ring, but Mayhem runs it very close. I just can't stand playing it for very long. ☆☆☆

A stonking alien tear'em-up that mixes bigs guns, bursting alien gunships and some of the best 3D scenery yet seen on the PlayStation. Could get samey after a bit though. ☆☆☆

Personally, I'm waiting for ISS Evolution, that's the footy game I'm going to buy. This is excellent, and gives FIFA a run for its bank vault, but it's not quite the killer title. ☆☆☆

Sam's gone mad with the score, but this is a fine game and had groups of Pro staff swamping Sam's PlayStation for a game, and that's what marks out a classic. ☆☆☆

I must admit to hammering away for hour after hour, just because it's a Star Wars game, not because it's actually any good. You'll finish it and then wonder why you bothered. ☆☆☆

A lot slower than any golf game I've played on the PlayStation. I think now they've upped the graphical detail too far and the PSX is struggling. Nice looking then, but too slow. ☆☆☆

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THUMB LEFT, THUMB RIGHT, THUMB LEFT, THUMB RIGHT,
THUMB LEFT, THUMB RIGHT, THUMB LEFT, THUMB RIGHT,
THUMB DOWN, THUMB UP, THUMB DOWN, THUMB UP,
THUMB DOWN, THUMB UP, THUMB DOWN, THUMB UP,
THUMB DOWN, THUMB UP, THUMB DOWN, THUMB UP...

[LIBERATION!]



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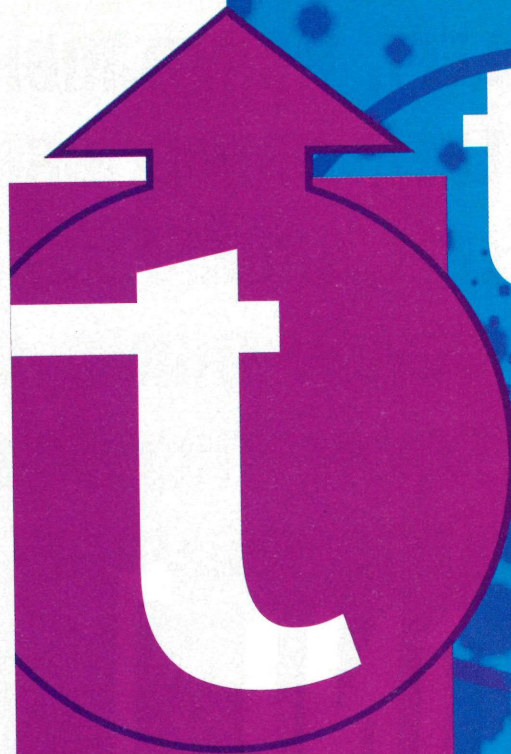
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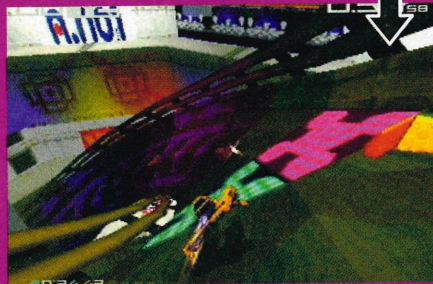
This month I've slimmed down to my fighting weight to bring you the latest cheats for the newest games. So you want help for some tired crap you got with a Happy Meal(tm)? So what, we're talking just released here. Old timers get a crash helmet... We're going in!

Sled Storm page 69
More white powder than Gaz's scalp.



WCW Mayhem page 70
Nipple twisting action from those crazy guys!

Wip3out page 72
Faster, cleaner and with extra multi-play!



We are well and truly in the season of long shadows and the seasonal gloom seems to have effected you all. The cold evenings have driven you get out and buy all the latest games! I've got Wip3out under a microscope, WCW Mayhem dissected with a big knife and Sled Storm spread open for all to see. It's been tough work, but hey, a girl has got to do something to keep herself warm at this time of year. Perverts Paradise has been inundated by requests for breast fuelled cat fights between myself, Geri Halliwell and Britney Spears. Buffy the Vampire Slayer also got a mention. Since I'm still working out how to plan the photo shoot, you'll have to wait 'till next month. Maybe

eats Miss B Sled Storm



Q Bear Biss Bea,
By Bife Bas Become Bne Big Borld
of Bea. Bime Bbsessed Bith Bou And Bi
Bant Bou Bo Bo Bhat Bour Bits Bre
Bhe biggest Bnd Best Bi have bver
been. Bancey a buck? Bnly Bidding! Ba
Ba Ba! Bnyway, Bive Bs Bome Beats
Bor Bled Btorm Blease! Bts Bhe Binnest
Bnow Bacer Bn Bhe Borld!

Bernard Bouviex, Burnley

A Easy Bernie, You seem to have
gotten yourself into a bit of a
tiz and all over my name. God
knows what you'd be like if we ever
met, I hope you find yourself a nice
girl who appreciates a man with a
limited range of vowels and
consonants. Thank goodness that
I've spent enough time in the Pro
office to be able to cut through all
that nonsense your spouting and
recognise your problem. You want
cheats for Sled Storm right? Of
course you do. I'm a great fan of
sports that take place on slippery

surfaces so I've had no problems
gaining full expertise on this
swerve heavy racer.

Storm Sled:

Enter the options screen, select the
load/save option, and display the
password screen. Then, enter Circle,
Triangle, Square, R2, R2, L1, X,
Triangle as a password. The Storm
Sled which can travel 50 mph, but
could crash more, is now selectable
in single race mode. Here are some
other passwords. Enjoy!

Play as Jackal:

Enter L2, L2, Circle, R2, Square,
R1, L1, and Triangle

Play as Sergei:

Enter Square, L1,
Square, L2, Triangle,
R2, X, and
Circle

Hint: Bonus points:
Run over the rabbits
that appear on the
track to get 7500
points.



Star Wars page 70
It's a lot less clumsy than a blaster!



Games this month

- 69 Sled Storm
- 70 WCW Mayhem
- 70 Star Wars
- 72 Wip3out
- 72 Jonah Lumo Rugby

WCW Mayhem

Q Yo Bea,
You da finest bitch a G could git
whit!
No, I'm not from South Central Los
Angeles. I've just been watching
Menace 2 Society and It's got me mad
for Mayhem. But since I'm a middle
class white boy with no immediate
problems and a secure future under
the wing of Tony Blair, I decided to
take out my teen angst on a bunch of
overgrown Shirley Temple types! Yep, I
want to rip the heart out of fat men
and I want to do it now! Give me
cheats for Mayhem and send me some
hot-hot-hot pictures of you beating up
Gerri Halliwell with a dirty mop.
Straight outta Compton - crazy mother
f***er named...

Chris Cunningham, Dorset

A Chris, Chris, Chris,
You're never going to get far
with a girl if you can't ever decide
where your at, let alone where your
going. So, since your just sitting
around waiting for inspiration from
The Jerry Springer Show - I'll teach
you how to deal with men who
don't know how to lay off the baby
oil. And don't expect anything in
the post; I don't want no scrubs!

Star Wars Phantom Menace

Q Beautiful bod Bea,
Let's get this straight; I HATE
STAR WARS! If I wanted to see men
in pyjamas waving luminous
condoms around I'd pop round your
place with nothing on but a pair of
sun-glasses. The problem is this, my
mates a right git and I hate him.
He's getting the Phantom Menace
(ooh, scary!) as soon as his rich
arsed parents will buy it for him. It
would give me great pleasure to
waltz into his house, flirt with his
rather tasty sister and then ruin the
game by unlocking all its secrets.
Please help me out. Oh yeah, You've
got a nice pair of Bristols - but I've
seen better so don't be so dammed
cockey!

Michael Hunt, Nottingham.

All wrestlers:
Enter PLYHDNGYS as a Pay-Per-View
password.

All backstage rooms:
Enter CBCKRMS as a PPV password
to unlock all the hidden rooms. To
fight in the rooms during a one-on-
one match, run to the entrance.
You and your opponent should
start jogging towards the back.
You can choose which room you
want to battle in from the match
options of the match setup screen.
These rooms will include the
following areas.

Ticket office
Boiler room
First aid
Press room
Locker room
Car park
Storage room

Identical wrestlers:
Enter DPLNGRS as a PPV
password. You and your opponent
can control identical wrestlers in
versus mode.

Super created wrestlers:
Enter MKSPRCWS as a PPV

password. Created wrestlers may
have their attributes set to full.

Move up in rank:
Enter CHT4DBST as a PPV
password. Press Right in "Quest For
The Best" mode to move up in
rank.

Classic TNT Nitro set:
Enter PLYNTRCLSC as a PPV
password. Then, choose "Nitro" at
the ring selection screen.

Masked Rey Mysterio Jr.:
Enter MSKDLTRY as a PPV
password.

Transform Billy Kidman:
Enter NGGDYNLN as a PPV
password to change Kidman into a
fat, smelly wrestler with earrings
and bad breath.

Stamina meter:
Enter PRNTSTMN as a PPV
password.

Momentum meter:
Enter PRNTMMNTM as a PPV
password.

Arn Anderson:
Complete "Quest For The Best"
mode with a Cruiser weight
wrestler under the hard difficulty
setting.

**Bam Bam Bigelow and Barry
Windham:**
Complete "Quest For The Best"
mode with a non-Cruiser weight

wrestler under the medium
difficulty setting.

Bobby Eaton:
Complete "Quest For The Best"
mode with a Cruiser weight
wrestler under the easy difficulty
setting.

Bobby Blayze:
Complete "Quest For The Best"
mode with a non-Cruiser weight
wrestler under the easy difficulty
setting.

Chris Jericho:
Play in all thirteen backstage areas
during "Quest For The Best" mode.

Doug Dellinger:
Complete "Quest For The Best"
mode with a Cruiser weight
wrestler under the hard
difficulty setting.

**Eric Bischoff, Ric Flair
and "Mean" Gene
Okerlund:**
Complete "Quest For
The Best" mode with a
non-Cruiser weight wrestler
under the hard difficulty setting.

**Jimmy Hart, Scott Hall and
Rick Steiner:**
Complete "Quest For The
Best" mode with any
wrestler under the hard
difficulty setting.

Lash LeRoux:
Complete "Quest For
The Best" mode with a
Cruiser weight wrestler
under the medium
difficulty setting.

**Sgt. Buddy Lee Parker
and Sonny Onoo:**
Complete "Quest
For The Best"
mode with any
wrestler under
the easy difficulty
setting.

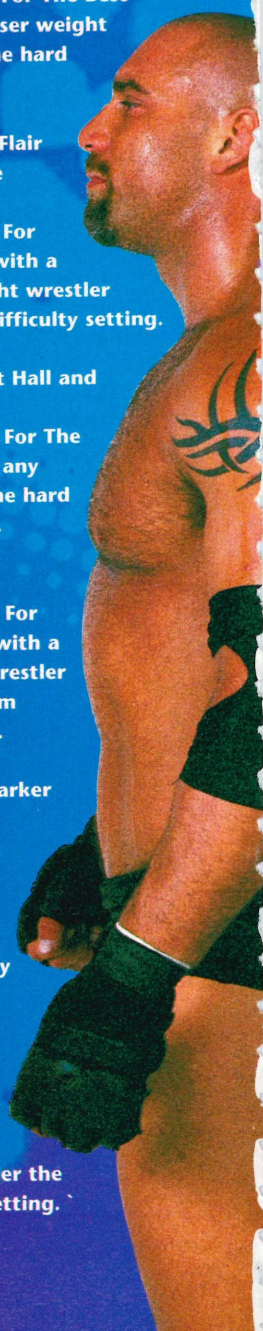
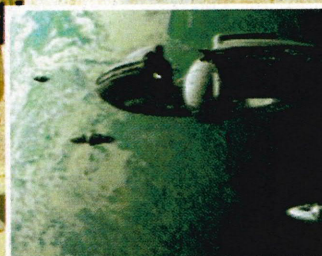
Wolfpac Sting:
Complete
"Quest For The
Best" mode with
any wrestler under the
hard difficulty setting.

A Easy Mikey! You re a hostile little
boy aren't you. I'm not sure if I
approve of your motives, but I sure
like your style. Maybe your friend
thinks he can impress you with his
wealth and you'd rather be
impressed if his sister paid you
more attention. Be a nicer
guy and do things with pure
motives; you might find
people will begin to like you.
Since you don't have breasts of
any description - why else
would they bother?

Level skip:
Press L1(2), R2(2), X, L1, R1.

All weapons:
Press L1, L2, R2, X, R1.

Underwater lightsaber:
Press Start, highlight "Weapons"
and select the lightsaber. Simple,
and a lot less clumsy than a
blaster!



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Wipeout

Q Hi there Bea, Remember me? I'm the boy you kicked, When he was only three! But now I'm older, And it's plain to see, All a want, Are cheats for Wipeout 3! Rosie Parks (Mr), Alabama (No Joke!)

A Hiding behind rhythmic words and false names are you Mr Parks? No matter, I've got a rather juicy tip that will get you whipping out that long forgotten serial connector and allow you and some friends to enjoy some silver-suited four-play action. If your natural wit has made friends a big "no no" then sit by yourself and enjoy yourself with my wide assortment of racey additions.

Link-up mode for four players:

Load the game on two linked PlayStations. Select "Options", then "Game Setup", then "Default Names", and "Default Name Player One". Change the default name on both PlayStations to LINK. The screen will flash to let you know that you've entered the code correctly.

Choose the new "Establish Link" selection on the options screen on both PlayStations. The first PlayStation to enable this option will be set as the master,

and the other PlayStation will be designated the slave (Mmmn. lovely!). Select the number of players, then choose a single race or eliminator mode (on the master PlayStation). If a single race was selected, choose a class and track. Select a vehicle to start the race.

Phantom class:

Enter JAZZNAZ as a default name.

Prototype track:

Complete all tracks with all teams

in the single race mode. Then, select the new Prototypes option on the main menu.

All circuits:

Enter WIZZPIG as a default name.

All teams:

Enter AVINIT as a default name.

Change blue turbo triangles to white:

Enter BEBEDEE as a default name.

Hitting side of track slows down your vehicle:

Enter NOWHEELS as a default name.

Unlimited hyperthrust:

Enter MOONFACE as a default name.

Unlimited shields and thrust:
Enter GEORDIE as a default name.

All challenges:
Enter THEHAIR as a default name.

Four prototype tracks:
Enter CANER W as a default name.

Unlimited random weapons:
Enter DEPUTY as a default name.

Unlock tournaments:
Enter BUNTY as a default name.

Hint: Override auto-pilot:
Press Left or Right at a junction to override the auto-pilot if it is active.

Hint: Avoid wall damage:
Switch to the auto-pilot any time before hitting the wall. If done in time, there will be no effect from the collision.

Jonah Lumo Rugby

Q Dear Miss Havin' Not smut please, my mum reads this mag and if she found out that I was writing to a woman like you about ball control problems, she'd have me in front of the school's guidance counsellor before you could say "THOMAS, PUT THOSE HAMPSTERS DOWN!" HA! Only joking, be as crude as possible and give me help with Jonah Lomu Rugby.

Thomas "No tears, no fuss" Phillips, Reading.

A Tom, As much as I'd love to wrap my tongue around all those naughty rugby analogies, I'm

going to keep this as clean as possible. If you want to be better than the Kiwi's, your going to have to try harder (no joke intended.) Do as I say and the following extras will be unlocked.

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Win all the territories cups, then you can play a "Special Cup" where you can play with World 15, Barbarians and British Lions. When you win the 'Special Cup', you get an "Extra Cup" where you can be the Rage All-Stars, or Codemasters, or the Lomu team, in which all the players are Jonah Lomu.

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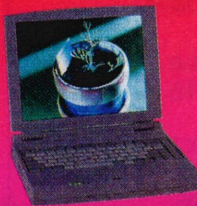


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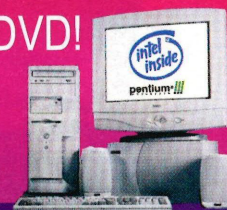
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win South Park stuff!

Goodies **09069 134253**

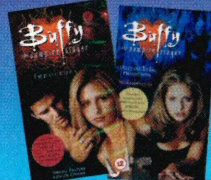
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- Press 1 to go back through the list
- Press 3 to skip forward.

* After choosing your game, you then enter PLAY MODE.

- Press # for Action Replay to repeat any tips you wish
- Press 0 to return to Search Mode
- Press * at any time for Help.

BACK

1

4

7

HELP

SELECT

2

5

8

0

ABORT

FORWARD

3

6

9

#

REPLAY

← **SEARCH MODE**

PLAYSTATION & NINTENDO 64 CHEATS & TIPS

← **PLAY MODE**

To win one of these prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. The Big Five-0 has 10 questions worth 1-10 points each and winners must beat a target score. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other Competitions involve multiple choice questions with tiebreaker and end on the 30th November 1999, after which they may be replaced by a similar service on the same number. Actual designs may vary. Entrants must be 16 or over. Calls are likely to last 8 mins and cost 75p per minute (09067 numbers) and £1 per minute (09069 numbers) so make sure that you have the billpayer's permission. If you would like a copy of the rules or winners' names, see our web site or send a stamped addressed envelope to the address below. If you are an INSTANT winner send you claim, with claim number to:

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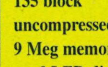
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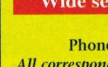
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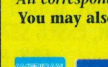
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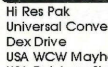
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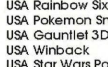
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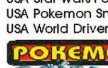
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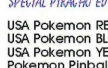
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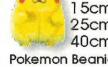
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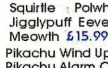
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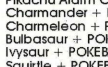
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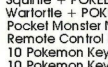
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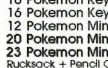
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feature

anna Phw



WHAT YOU'LL NEED

Props to get you in the mood:

(tennis racquet, balls, wrist and headbands) and

protective clothing: thick wooly coat, gloves, multiple T-shirts, hats, socks, PlayStation, TV, clean boxer shorts, combats with pockets stuffed with tiny items - oh and a gullible Blonde type.



Kournikova's

Strip Tennis

She's got the golden plaits. She's got the thighs. And she's even up for a game or two! It could be a love match, if you play your shots right.

It's every (male) tennis fan's fantasy: no, not Henman winning Wimbledon, you fool, but Anna Kournikova slipping out of her skimpy tennis dress to show us all her lovely pair of topspin aces. Oh well... we can dream (and I frequently do). In the absence of a gorgeous Russian teenage tennis totty, you have two

options:

A. Watch Channel 5's late-night films, complete with soft-focus, above-the-waist camera work, double-D starlet, and incidental musak.

B. Or you could always ask/bribe your girlfriend to be a good sport and dress up for the part... then undress to show you her good points.

WHAT'S YOUR GAME?

The game, of course, is Anna Kournikova's Smash Court Tennis and the premise is very, very simple. You play the game not for points, but for items of clothing. You win, she takes something off; she wins (as if) and you take something off. What could be simpler, what could be easier?

Ah, well, there's the slight matter of...

THE PITCH

How to get your girlfriend to strip? It's an age-old problem and one much studied since time immemorial. In general (and we're taking massive sweeping generalisations that stick in the gullet), there are three kinds of women:

A. Those that strip for money.

B. Those that strip for the love of fresh air on their bits.

C. And those that don't. Ever. And I'm leaving you now you've raised the subject.

Percentages for these categories vary slightly from year to year, but on average A = 3%, B = 0.5%, and C = the rest of the 'takes her bra off beneath her jumper' cows.

FEATHERING YOUR LOVENEST

So, you're gonna need a lounge with blackout curtains, a thermostat ripped from the wall so it's hotter than hell, a PlayStation, a copy of the game, a guaranteed night in without disturbance, and the most alcohol you can afford. And by that I don't mean Skol - I mean Hooch by the bucketload or Metz by the quart... whatever it is she (not you) likes to quaff - this bit is very, very important.

THE HUSTLE

"It's just a quick game on the PlayStation, yes I know you hate it. Yes, I know it's the Antichrist and you'd rather snog a vagrant leper, but for once just humour me." Then it's "Oh, it's tennis. Oh, I only need to press two buttons and it requires no mental agility. Oh, I quite like it." Let her win a few points, then, my friend, you have her (well, not just yet - steady).



PLY HER WITH ALCOHOL

Hot room, cold refreshing beverages (at least 8% proof) and the kind of 'losing streak' that's making you bite through your cheek, and you're on your way. Now as far as clothing's concerned it's a bit of a yin-yang thing: you slap on everything you can without looking like Cartman, whilst she needs nothing more than a tennis slip and a hair-bobble to save her modesty. Knowing her alcohol tolerance is handy, since once she's starting to slur, it's time to pop the question...

GAME, SET & SNATCH

"What do you say about making this more 'interesting'?"

"Wasth tha?"

"Well, since you're obviously so much better than me, why don't we play for... points... or money... or we could play for clothes?"

"Wasth tha?"

"You know - I win, you take something off; you win, you take something off?"

"Gurgle..."

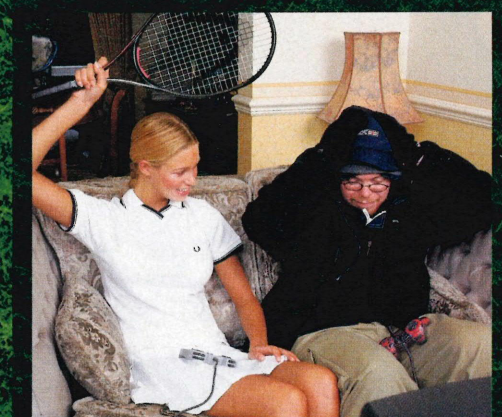
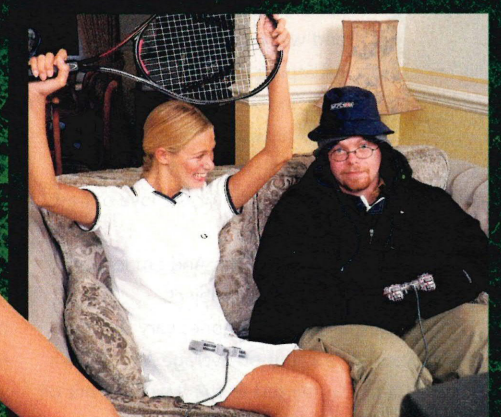
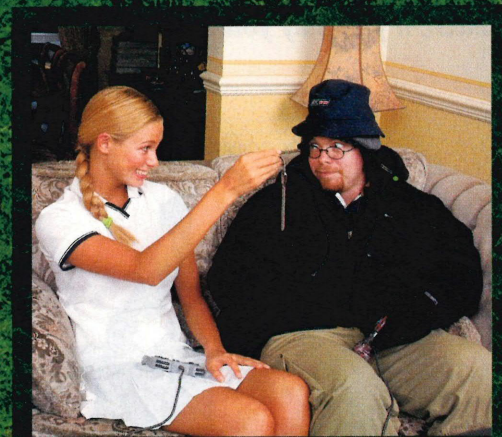
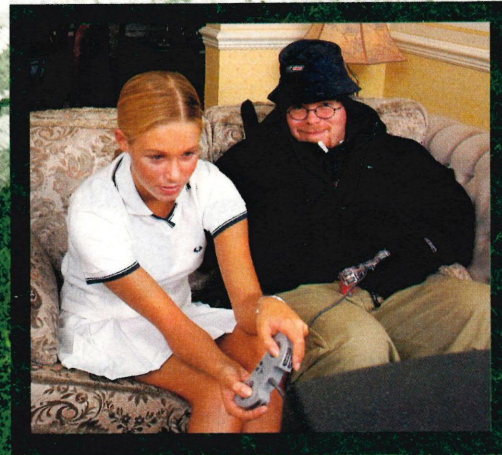
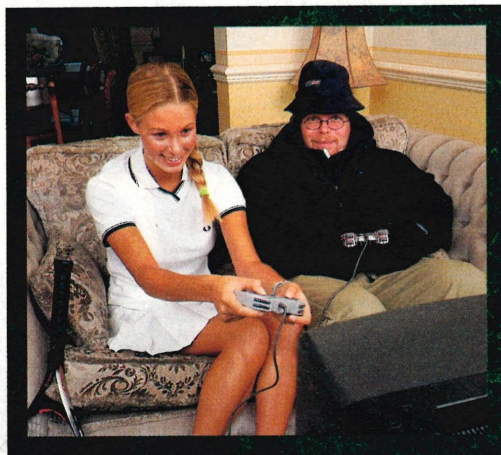
"Good, good, I'll mop that up later, now let's get cracking!"

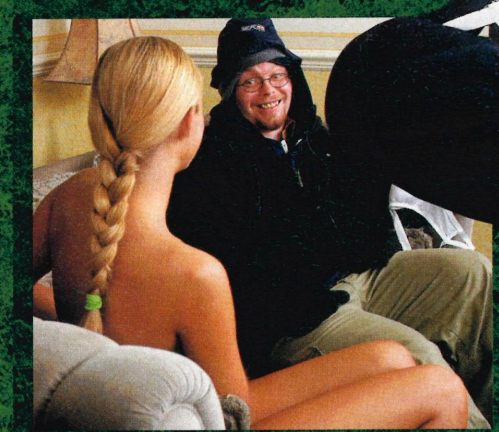
THE RULES

1. Only Grand Slam tournaments can be played, with both players selecting Anna Kournikova (we've got to be fair at some point).

No special explosive racquets are allowed.

2. Fast game: win a point and you win an item of clothing.





Slow game: win a game and you win an item of clothing – the loser may select which item to hand over, but the winner has the choice of taking it off the loser themselves.

3. There's no limit to the number of items worn at the beginning of the contest; eg three hats, six pairs of socks etc, but they all must be worn and not just draped over you. Also, if any item should fall off whilst undressing, that item can also be claimed by the winning player.

4. Win a game to love and the loser forfeits two items of clothing and must thank their opponent for beating them so easily.

5. Pairs of items, eg socks and earrings, may be taken off individually and count as two separate items.

6. A player down to their final item of clothing must declare "I'm nearly naked!" and be ready for the final indignity once they lose their last garment: a lap around the room in the style of the winner's choosing – I like an Austin Powers Go-Go dance myself, but each to their own.

7. Once one player is naked, the winner can elect to play on for forfeits until the loser has won back all of their clothing. I'll leave this to your imagination, but I like her to make me a nice cuppa.



Silent

The last resort

You've been gagging for it and now it's here. Yes readers it's here, the concluding part of Silent Hill

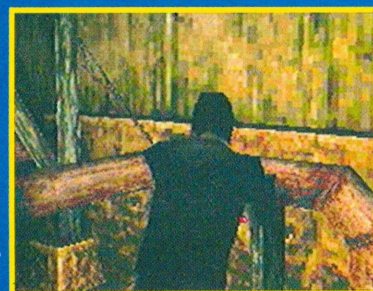
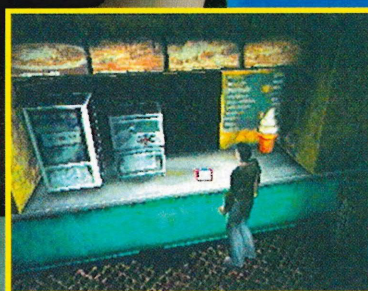
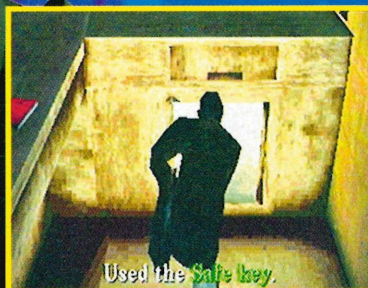
Run forward and go into the building on your left to collect some more pick-ups then walk over to the road. Near here you'll find a tourist information board with a map dispenser. Get a map and head south to Annie's Bar where you find Dr. Kaufman being attacked. After he leaves examine the floor near where the attack happened to pick up a receipt and Kaufman's key. Look at the receipt and you'll notice a number written on it.

Leave the bar and make your way to the Indian Runner to the east. When you get there you'll need to enter the code into the padlock that you found on the receipt. Collect the rifle shells from the shelves at the far end and go over to the cash register. Read the diary and examine the pictures of the wall next to the safe. This will give you another combination to gain access to Haerbey Inn.

Check the drawer behind the register to obtain the safe key and use it to open the safe. This contains what looks suspiciously like drugs, you can't collect them so just go back outside again. Run down Weaver St. to the inn and use the combination on the keypad at the back door.

Take the magnet off the sofa and go through the door to the left of the entrance. This leads to the garage, examine the motorbike and collect the health drink and shotgun shells. Now make your way back into the motel and go through to reception. Unlock the door here and go outside. If you look at Kaufman's key you'll see a room number, three, so turn right and follow the rooms round until you reach the third cabin. Use the key and enter the room. Get the health drink from the bathroom and examine the chest of drawers. Push these to one side to reveal a hole in the floor and a key just out of reach. If you use the magnet here you can collect this key, its for the motorbike.

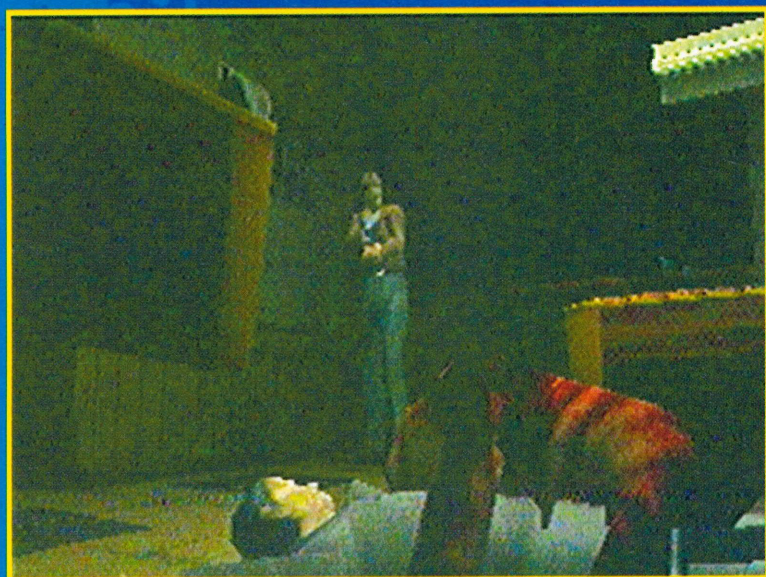
Go back to the garage with the bike in it and use the key to discover a small glass vial stashed inside. Dr. Kaufman will appear and take it from you, which isn't nice. After the short scene go back outside onto Sandford St. again and go west.



**FINAL
PART**

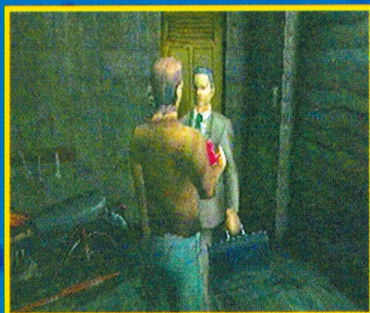


Hi!



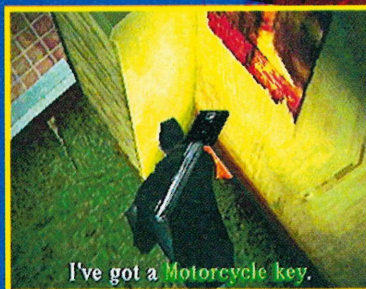
As you approach the bridge the town will slip into the alternate reality before your eyes. Your destination is the Lighthouse so keep heading west until you reach the pier. Opposite here is a small alley containing some shotgun shells and a health drink so collect these if you need them. Then run down the pier until you reach some steps on the left hand side, go down these and cross the plank onto the boat.

Go through the door and along the hall to meet up with Cybil again. Daliah will turn up also and explain a bit more plot to you, she also says that to defeat the demon that's taking over



the town you must head to the Lighthouse. Save your game when the scene is over and exit through the same door as Daliah. There is really only one possible route from here to the lighthouse and we recommend running the whole way as there are loads of monsters attacking.

Go straight inside when you get there and climb the spiral staircase to the roof. You'll arrive to see a ghostly figure (maybe Cheryl) disappearing and a large mark of Samael. Go back down the stairs again and exit the lighthouse. A few paces along your journey back to the boat the scene will fade and you'll appear back inside the



I've got a Motorcycle key.



boat again.

Leave the boat and make your way back up the pier to W. Sandford St. once more. Head west along the right-hand side of the road until you come to an open gate. Go through here and climb down the ladder into another sewer. Again your radio won't work here so be careful.

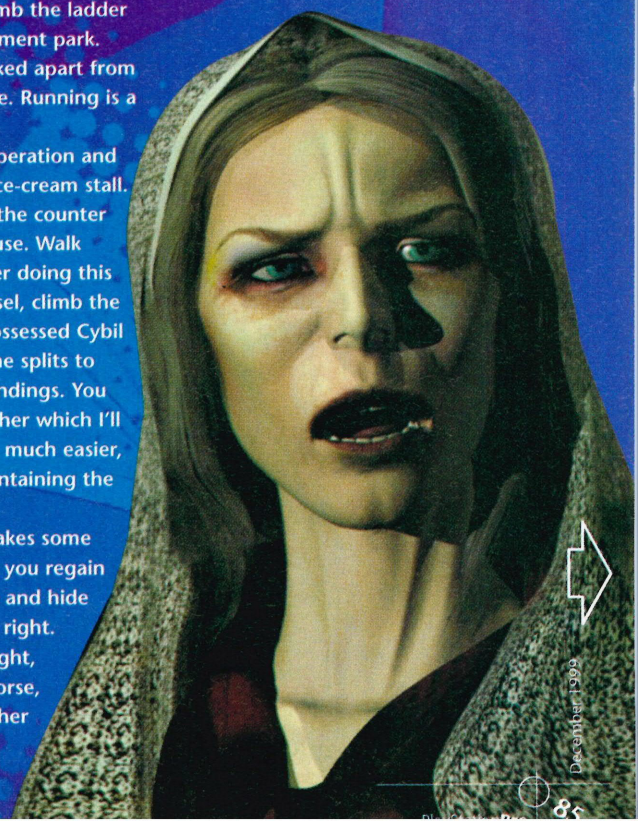
Collect the map at the bottom of the ladder and simply head straight for the ladder at the far end. There is some more ammo and health to the south if you want it. Climb the ladder to emerge in the amusement park. Every route here is blocked apart from the one you have to take. Running is a good idea.

You'll pass a ride in operation and eventually arrive at an ice-cream stall. There's a save point on the counter here which you should use. Walk towards the camera after doing this until you find the carousel, climb the stairs onto this and a possessed Cybil will attack you. The game splits to two here for different endings. You can either fight against her which I'll explain in a moment or, much easier, use the plastic bottle containing the red liquid from earlier.

To fight against her takes some time. From the moment you regain control jump back twice and hide behind the horse to the right. Keep strafing left and right, sheltering behind the horse, to make Cybil waste all her

bullets. Once she's out of ammo equip the hunting rifle and keep shooting and moving. It takes a lot of shots but she'll eventually keel over and die.

What follows is a short scene involving Alessa, Daliah and a number of cracking plot revelations that I'm not going to spoil. You finally get to use the Flouros as well which is cool. Again after the scene fades away you'll awake back in the hospital with Lisa. Except it's not actually the hospital!



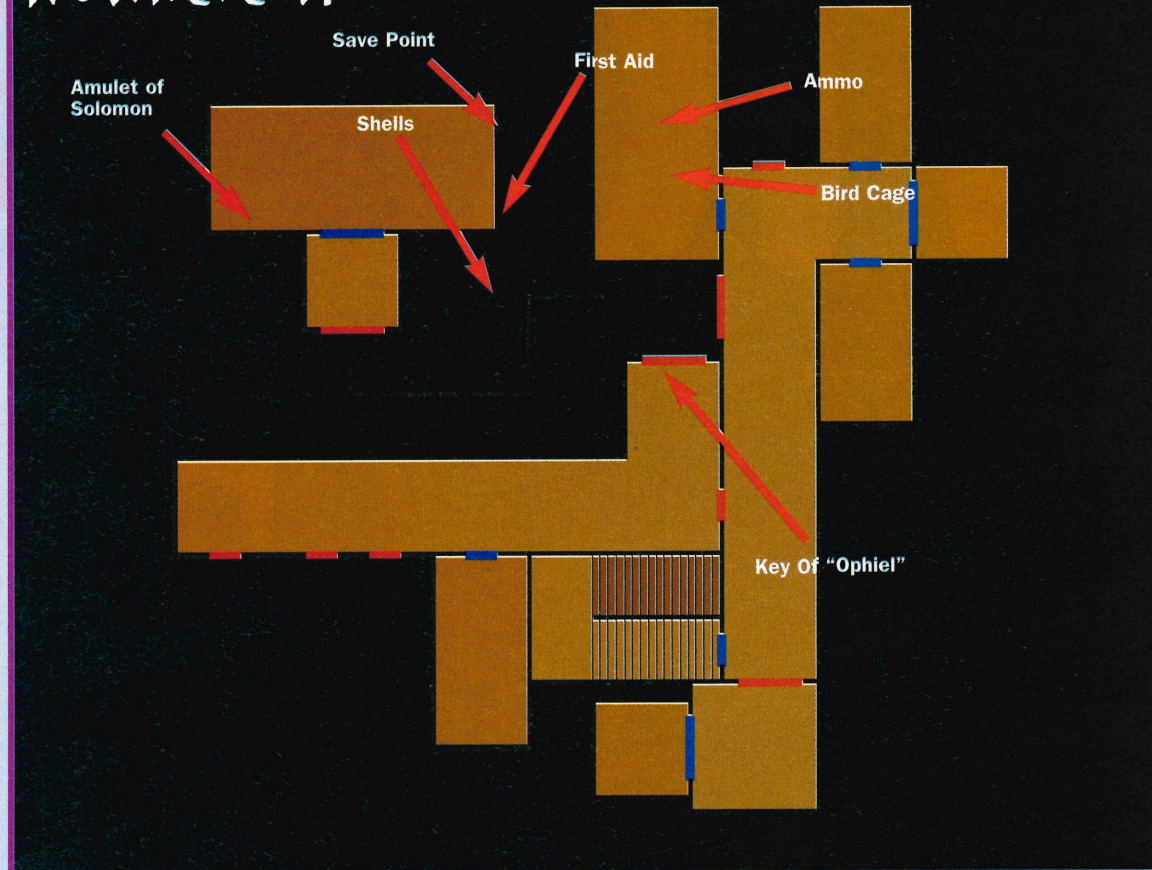
From out of nowhere

After a short conversation Lisa will leave the room, if you follow you'll enter a short corridor then a lift. When you get off this you'll be in a hospital corridor. Go through the door opposite the entrance and you'll find yourself in the antique shop. There is a save point in here plus some first aid and shotgun shells. Collect all of these and go back into the corridor again.

Head to the last door on the right and go down the stairs within to emerge in a classroom. Read the message scrawled on the desk in the centre of the room and go through the door at the other end. Now you're back in the operating room. Collect the pliers and screwdriver from the table and head back up the stairs once more. Go back to the double doors you arrived through and enter the door on the right. In here is a tap sticking out of the ground with the key of "Ophiel" jammed inside. Use the pliers to remove it and return to the corridor once more. Find the door of "Ophiel" and use the key to unlock it. On the other side is another corridor.

To the right is a lettered keypad and a locked door which we'll come back to later. Only one door isn't jammed and it's the first on the left. In this room is a puzzle involving Star signs. There are four symbols on the walls with a number under each. The numbers refer to the limbs each has, simple. Go to the three plaques at the far end and enter the corresponding number

Nowhere 1f



into each keypad. The correct numbers are (from left to right) 6, 4 and 8. When the last number is entered the green stone will slide out allowing you to collect the Stone Of Time. Back in the corridor you'll notice a slate on the far wall with a clue engraved in it. Go back to the lettered keypad and read the Grim Reaper's List next to it. Place the names in order of age, youngest first

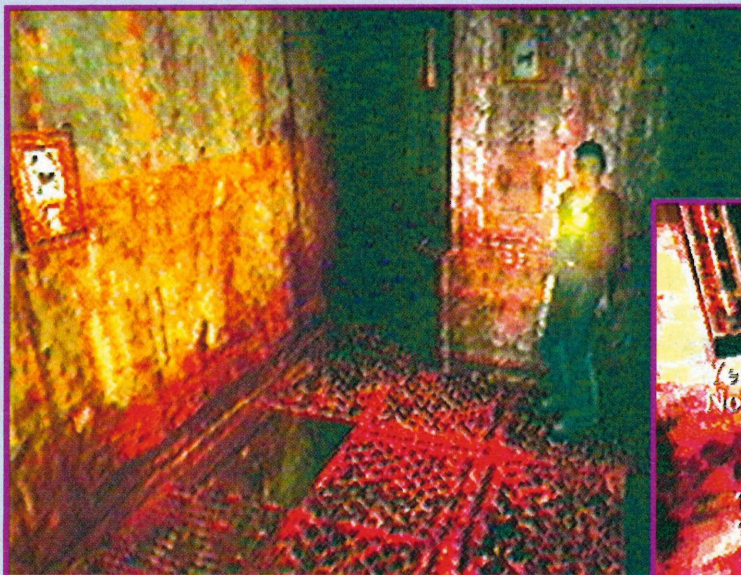
and make a note of the first letter of each. Enter these into the keypad to unlock the door. Go straight through the next room to the morgue and collect the Amulet of Solomon. Return to the corridor and you'll be interrupted by a scene where Lisa becomes possessed and asks for help. When it's over go back to the antique room and use the Stone Of Time on the clock by the entrance. This will give you the Key of "Hagith".

Use this key to go through the double doors at the end of the corridor and take the lift to the 2nd floor. Proceed into the main hallway and go through the third

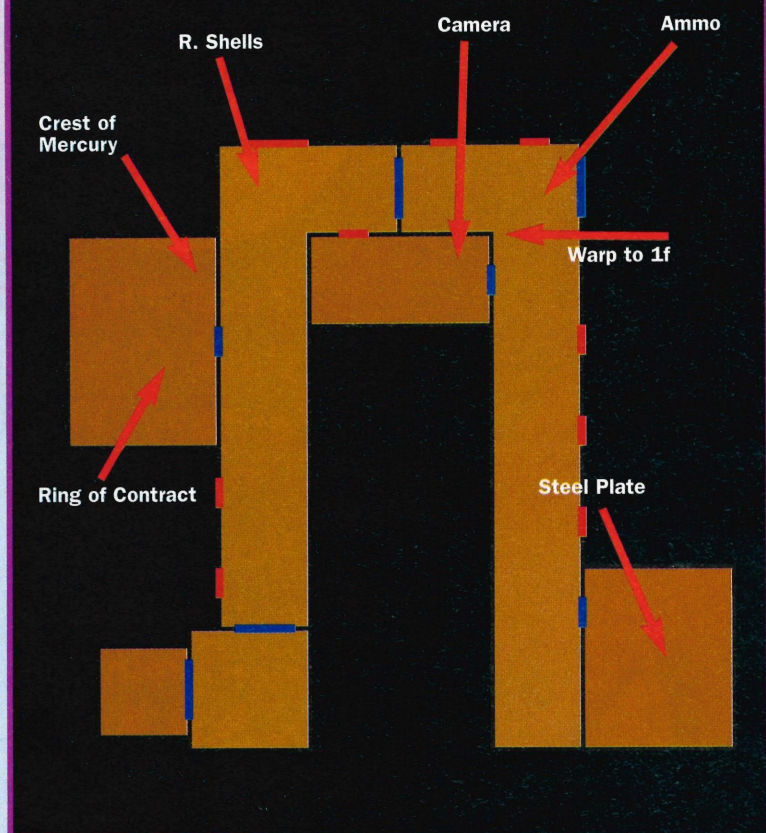


door on the left. This is the Jewellery shop from before. Collect the Crest Of Mercury and Ring Of Contract from the glass cases. Before leaving also collect the rifle shells from the corner.

Continue to the other set of doors at the end of the hallway and go through. Enter the first door on the right around the corner of the new hall and take the



Nowhere 2f

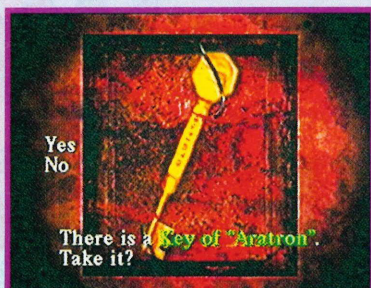
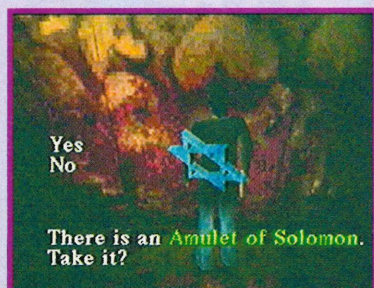


camera off the table. Return to the first floor corridor and go into the last room on the left at the far end. Use the screwdriver to remove the steel plate off the wall but don't take the key, you'll get electrocuted!

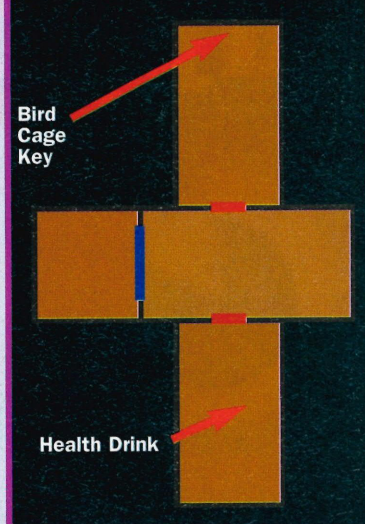
Instead take the final set of double doors in the corner, you'll unlock them first, to find yourself back on the first floor again. Go straight to the lift again and go up to the third floor. This is the altar you visited before. The doors on either side of the room require the correct sequence of buttons to be pressed to open them.

To find these use your camera on the paintings on either side of the altar. This will reveal a collection of symbols that must be recreated on the keypads. The left painting refers to the left door and vice versa. Go through the left-hand door and get the bird cage key then go through the right-hand one to get another health drink (you will need all of

these, trust me!). Return to the first floor again and enter the final unlocked door in the main corridor. Use the key to open the bird cage and collect the Key Of "Phaleg" from within. Don't worry about being able to hear a bird, there isn't one. Use this key to unlock the next door along and go through. Now enter the first door on the right to be confronted with a large cabinet with a dagger stuck in the top. Don't remove this just yet. First of all use the ring to link the chain on the front of the cabinet then you can take the dagger safely. When you turn to leave the something inside the cabinet starts to stir but as it's locked in nothing will happen. The next door up on the right is a storeroom. Get the bullets, health drink and examine the bag of jelly beans. When asked if you want to open the bag say "yes" and you'll receive the Key Of "Bethor". If you want to see what's actually on the video tape go through the side door and use

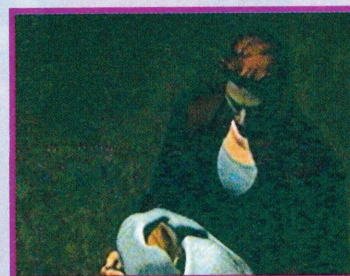


Nowhere 3f



the tape on the VCR found inside. Back in the corridor, use the key to unlock the door of "Bethor" (first on the left) Turn off the generator in here and go into the next room along to collect the Ankh. Now return to the room on the second floor where you removed the steel plate. You'll need to use the warp door as the power to the elevators is now off.

Collect the Key of "Aratron" from the hole in the wall and return to the short corridor through the door of Phaleg. Use the final key on the door on the far right hand side of the hallway. Some ghosts will appear to be performing some kind of ritual as you enter and when they disappear collect the Disc of Ouroboros from the bed-side table. Finally cross the corridor again into what appears to be a child's bedroom. Save your game and

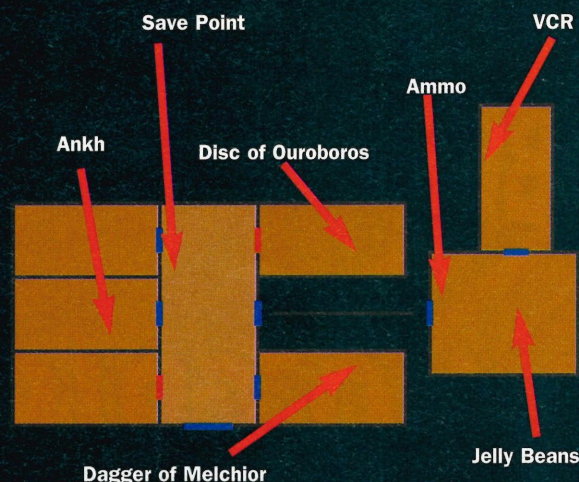


place the five artifacts (dagger, disc, amulet, ankh and crest) into the slots on the door. Go through and follow the ghost of Daliah down the stairs.

You'll emerge in a large room in the alternate universe. Daliah is waiting for you and insists that Alessa is Cheryl (spooky). Dr. Kaufman appears and hurls the vial of red liquid at Alessa but it doesn't have the desired effect and she turns into a horrible winged beast. Thankfully killing this is remarkably easy. Walk forward a little and equip your most powerful weapon. Hold the aiming button and don't move. Wait until some lightning appears around the creature's midriff as shooting it then causes more damage. After you've been struck by lightning use a first aid kit to restore yourself to full health. Repeat this process and it should be dead after about ten shots. Congratulations you've just completed the game. Now try the Next Fear mode...

THAT'S YOUR LOT!

Nowhere Phaleg



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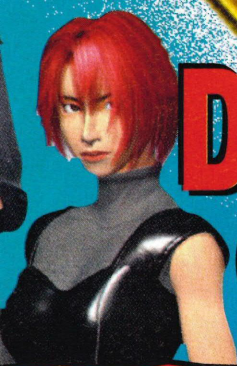
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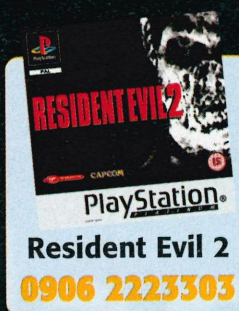
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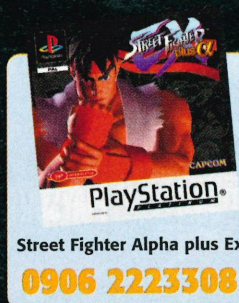
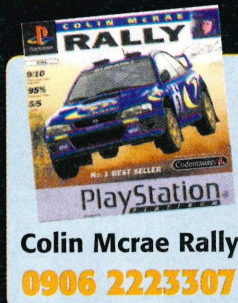
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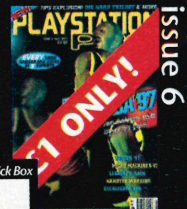


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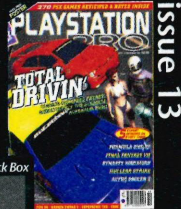
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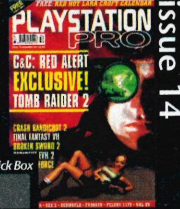
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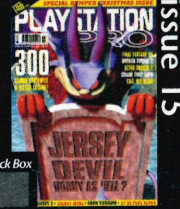
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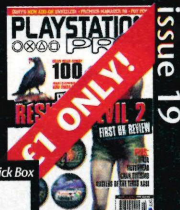
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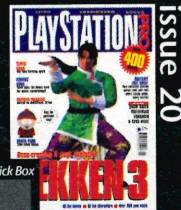
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issue 21

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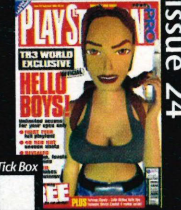
Pro gets funky up with the superfly Vigilante 8, Gran Turismo, Three Lions, Forsaken and throws in a free driving game supplement



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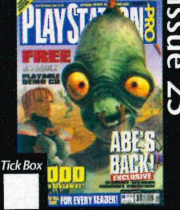
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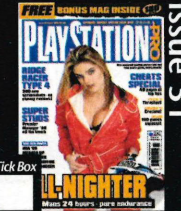
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LE MANS 24 Hours – What a great racing game. Plus a 46 page A-Z cheats special – and part one of our Crash 3 guide



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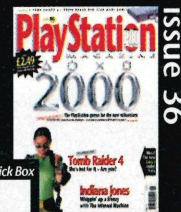
Huge new look mag. Exclusive on V-Rally 2, news on GT2. Plus reviews of RRT4 and UEFA Champions League



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Exclusive review of GTA London plus Warzone 2100, and a big first look at Star Wars: The Phantom Menace. Aren't you lucky?



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Exclusive look at 88 brand new games for the PlayStation. News on Tomb Raider 4 and Indiana Jones plus Final Fantasy 7 & 8 book



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The South Park boys are in town and we've scooped the hot news. Plus Crash Team Racer, Die Hard Trilogy 2 and Resident Evil 3



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First look at Mission: Impossible as well as news on TR4 and a look at Nell McAndrew in Playboy! Plus free Colin McRae Rally book



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Exclusive on the fine Urban Chaos packed with more on TR4 and South Park. Reviews include Speed Freaks and Premier League Stars



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the game buyers' bible

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dealer

the game buyers' bible

dealer

This, as you've gathered, is Dealer. It's enormous and it's very, very useful. Every PlayStation game you could ever hope to buy is here, and Pro is the only magazine which includes screenshots of everything.

Dealer is an indispensable guide for any PlayStation owner who doesn't have more money than sense. It's here to provide you with the most from your PlayStation for the minimum amount of cash, and to help you avoid the ball-ache of being landed with a game which is sub-standard, mildly disappointing, or simply not "up your street". This is how it works...

Every PlayStation game is listed in Dealer. They're divided into categories and run alphabetically within them. Every game is briefly reviewed and given a star rating based on the opinions of every game expert on PlayStation Pro. We don't include the game's original score and we don't include the date when it was originally released. Why? Two reasons. One, who

cares? And two, a score of 99 per cent three years ago might not count for too much in light of developments since, just as a solid but uninspiring game three years ago may well be seen as the same today.

Dealer is written with you the game buyer in mind.

In the case of sequels we advise you on which game to choose. A newer model of an older game isn't necessarily better. It might offer slightly more or be cosmetically superior, but if it comes with a hefty price tag while its sibling is available for less, then we'll tell you where to look.

And this is the point. Every single game in Dealer is given a value, both in terms of what you can expect to pay for it second hand, and its value to you as a trade-in. These are presented in colour-code form and can literally save you pounds. **The values are arrived at with the help of Game Guide, an organisation with years of experience** in advising independent game stores. Information on all of the 600-plus games is updated every month, and it's always accurate. Whether you're buying, swapping or trading games, Dealer has all the information you need.

rating system

Each game gets a star rating from 1-4. We think you can work it out yourselves, but in the event of difficulties don't hesitate to call...



rpg
rpg

page 100

platform
platforms

page 101

beat 'em-up

page 103

racing

Andretti Racing

Mario Andretti eh? A name you can trust when it comes to driving in the Indy 500. But you've got to question his judgement when he starts endorsing average games like this. There's so many racing games out there, and this gives no real competition.



Ayrton Senna's Kart Duel

An attempt which looked okay, but lacked any real gameplay. Ayrton's name deserved better.



Ayrton Senna Kart Duel 2

Ayrton would be spinning in his grave if he knew his name was being attached to this bucket of toss.



Big Air

It's no Cool Boarders beater. Actually, this one would have trouble beating an egg. Shite joke, shite game.



Buggy

An altogether too realistic simulation of Remote Control racing that can be impossible to play.



If you've ever tried to steer one of the little bleeders in real life you'll know exactly what we're talking about. Prepare for teeth knashing if you plump for this.

Burning Road

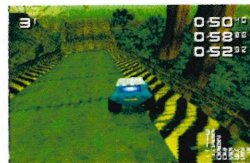
A fast paced effort which never performed as well as it should have. But check out its improved sequel



Explosive Racing, rather than harking back to the old days with this. This dog never had its day in the first place and there's no reason you should let it start now.

Circuit Breakers

Is it Micro Machines? Does it want to be? Well no and yes in that order, but this Supersonic Racers revamp does have playability in spades, and comes into its own in multi-player mode. Not a must-have title, but a fine, cheap get the mates around thriller.



Colin McRae Rally

Codemasters stunning run of form continued with this rallying classic. Simply a must buy.



Cyber Speed

Only serial sci-fi masochists will want to go near this pile of absolute cyber-shite.



Destruction Derby

The game that initially sold thousands of PlayStations now looks dated and shoddy. Just like Chris Tarrant.



Destruction Derby 2

Infinitely better than the original. Faster, more polished and generally more fun. Worth checking out still.



Explosive Racing

Burning Road was cool enough, but this sequel manages to address the original's minor problems.



Looking a little dated by today's high standards but that's to be expected. By no means the definite motorcycle game but a nice effort all the same.

Felony 11-79

Nippy little joyriding game let down by a lack of tracks but still manages to be good fun in short bursts.



Formula One

Grand Prix racing as it should be, tons of action and speed a plenty. But it's since been superceded.



compiled with the kind help of Game Guide - providing specialist information for independent retailers

95	racing	108	us chart
98	facts & figures	109	shoot'em-up
99	puzzle	110	odds 'n' sods
100	rpg	115	misc
101	platform	116	reader top 10
103	beat'em-up	117	sports
106	flight sims	121	shouts
106	jap chart	123	strategy
107	adventure	125	enquiries

Formula One '97

Formula 1 was a front-runner, but Formula One '97 seized poll position and set the new standard.



Formula One '98

With two far better F1 games coming before it, this highly disappointing follow-up let the side down more than that bloke Beckham. We expected far more from Psygnosis, but the software giant took their foot off the pedal and delivered this dud instead.



Formula Karts

A useful dabble into the world of performance go-karting. Faster than Linford Christie in a Porsche, Formula Karts is still let down by the odd glitch and frustrating gameplay. A noble attempt but there are a myriad of better racing games listed here.



Gran Turismo

Impossible to sum up in two lines. Just go out there now and buy Sony's showpiece car game. Awesome.



Hardcore 4X4

Well below average dirt racing game where you hammer round in jeeps and the like.



Hi-Octane

Another of the original PlayStation games, Hi-Octane followed hot on the heels of WipEout with the same ideals and a similar form of gameplay. What it didn't manage to do was create from the rapid movement a genuine sense of speed or involvement. Shame on it.



Impact Racing

Another decidedly dull racing game that has no place in even the most stupid gamers collection.



Why any store would stock this absolute tripe is anyone's guess. Save your coppers for one of the many, many better games out there.

Indy 500

Time and again developers go out, get the big name license but then come up with below par games.



What's the point? To sell more games of course. Don't be fooled here, Indy 500 couldn't be more middle of the road if it was a squished hedgehog.

Jeremy McGrath Supercross

We deduce from the title that Mr. McGrath is some kind of Supercross hero. We've never heard of him though. It's a bit like having Paul Peschisolido's Actua Soccer 4. Anyway if you must indulge in mud and jumps you could do worse than this, maybe.



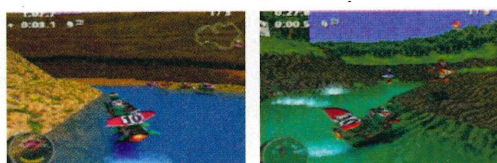
Jet Rider

This was a piss poor attempt at being Sony's answer to Wave Race64. It doesn't come close and deserves to be drowned. The controls aren't really there. The graphics are duff and it sounds like a minnow being raped by a blue whale. Utterly, utterly fishy bollocks.



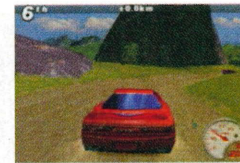
Jet Rider 2

The original was shite and this sequel doesn't exactly break the mould. More dodgy controls we're afraid.



Max Power Racing

Without the depth of the likes of Gran Turismo but then, it isn't supposed to have it. Max Power Racing sets out to give you the perfect arcade racing experience and comes pretty close to pulling it off. Nice license, nice game. Full marks all round.



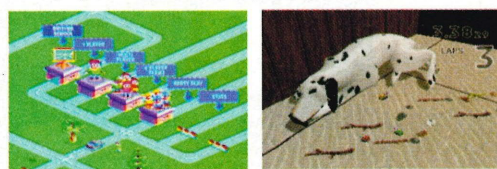
Megaman: Battle and Chase

"Hands up who wants to pretend to be Mario Kart? Put you arm down Megaman, as you've absolutely no idea how to pull it off." Unfortunately Mr M. failed to take heed any advice, and we're left with this pastel coloured carting crap that has no redeeming qualities.



Micro Machines v3

Midget motor racer that everybody must own. The four-player mode is worth getting a PlayStation for.



Monaco Gran Prix

A winning formula which successfully plugs the gap left by the dreary F1 '98 and provides for more pole positioning. The engines sound like a troop of tone deaf bees in a jar, but the gameplay is as solid as a cast iron carbon copy of Lennox Lewis.



Monster Trucks

Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too! Obviously more geared towards the American side of the market but if you like yee-haaing with the best of them then have a look.



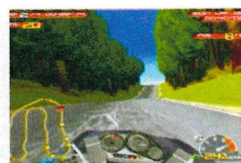
Motorhead

Proving that more than just fit girls and good porn can come from Sweden. Slick and fast (no not the porn)



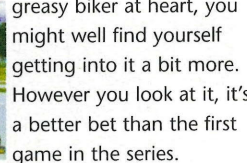
Moto Racer

Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey.



Moto Racer 2

Dodgy graphics and a little jerkiness let this two-wheeled simulation down, but if you're a bit of a greasy biker at heart, you might well find yourself getting into it a bit more. However you look at it, it's a better bet than the first game in the series.



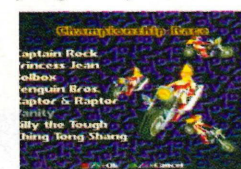
Motor Mash

Enjoyable Micro Machines clone. But it doesn't quite have what it takes to topple the classic though.



Motor Toon GP 2

Interesting idea. Make a cartoon style racing game and you get away from all the blandsters who want proper, accurate statistics and performance. Having said that, making it a distinctly average game in other departments probably wasn't in the design spec.



£ NASCAR Racing '96 ☆

The oldest game of the NASCAR trio but they're all pretty similar anyway. And not that good either.



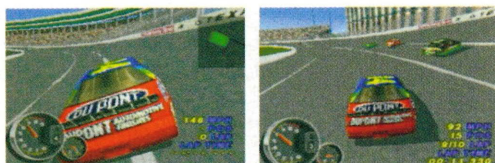
£ NASCAR '98 ☆

An average attempt which looks and plays much the same as Andretti Racing. Rent it for the night and then decide you don't like it. Failing that just give away your Playstation, write that screenplay, get discovered, and direct your own movie. Nah... Just kidding.



£ NASCAR '99 ☆

Keep away from this formulaic redneck-racing rubbish. You may find yourself sleeping with your relatives.



£ Need For Speed platinum ☆☆☆

The original Need for Speed game was a must have title for any discerning player. The series is now in its fourth installment and this great grand daddy of a racer is really showing its age. Worth picking up for a song though, but only a really cheap song.



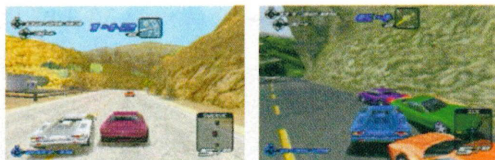
£ Need For Speed 2 ☆☆☆

The slightly less impressive sequel to the above. More options, but it's still pretty lacklustre.



£ Need For Speed 3 ☆☆☆

The series gets back on track but even so this is still far from perfect. The best of the bunch to date though.



Need for Speed: Road Challenge ☆☆☆

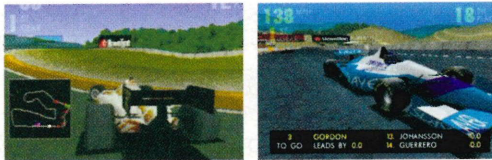
It nearly made it, but oh no! It span out on the final lap. A fair racer that lacks that spark of reamness.



Gran Turismo and Ridge Racer Type 4 have raised standard for racers, but this series doesn't give up easily. A buffed pebble rather than polished diamond.

£ Newman-Haas Racing ☆☆☆

Has more speed than F1 '97 yet less depth makes this a game for those who love frantic pace.



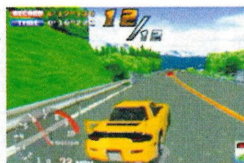
£ Off World Interceptor ☆

A truly appalling fly and shooter that has no place on a Commodore 64, let alone a PlayStation. We have sent out a death squad with orders to seek out and destroy anyone buying a copy of this shite. Is it worth facing a firing squad for? Save yourself by avoiding it.



£ Peak Performance ☆

Under-par performance would be a far more accurate description of this car fest from Japanese telly makers JVC. Overly Jap influence means the cars you'll be driving are more like you'd see a Tokyo Bank manager in than what you'd expect in a PlayStation racer.



£ Penny Racers ☆

Quite possibly the worst racing game to date. Makes Off World Interceptor look like Gran Turismo. Serious questions should be asked of the programmers and regardless of their answers they should be dangled from a bridge by their ankles, then dropped.



£ Porsche Challenge ☆☆☆

The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment. Only the best stuff ever makes it to Platinum but Porsche Challenge is perhaps the surprise release in the range, A nice try though.



£ Power Boat Racing ☆☆☆

One of two Power Boat games that arrived in quick succession. This was the worst of the two..



£ Rage Racer ☆☆☆

The third Ridge Racer game is an in-depth affair. Quality action all the way. But R4 leaves it way behind.



£ Rally Cross ☆☆☆

A bouncy rally game from Sony that went head to head with the excellent V-Rally. And lost. Quite badly in fact.



With Rally Cross 2 since released there's no point in looking at this, both games are pretty much the same as each other anyway. Buy at your peril.

£ Rapid Racer ☆☆☆

Good fun in the short term but again failed to be Sony's answer to the N64's Wave Race 64.

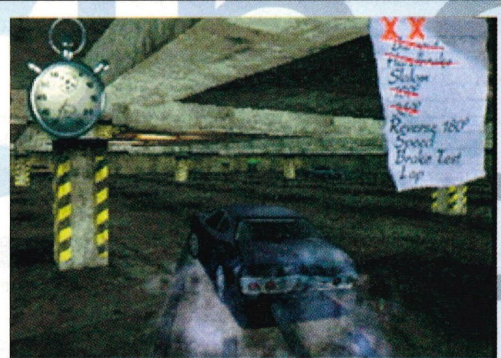


£ Ray Tracers ☆☆☆

Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like.



£ Driver ☆☆☆☆



Everyone should own this game. It managed to live up to all our dreams, and so much more. Chase crooks up, around and over the streets of San Francisco while avoiding the cops and looking as cool as possible without the use of an Iceberg. It's Superb - buy it.

€ Ridge Racer platinum ★★★★★

The original PSX racer still takes some beating and for £20, you ain't gonna get a better deal.



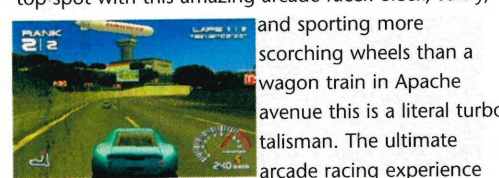
€ Ridge Racer Revolution ★★★★★

The sequel to Ridge Racer packs a mean punch, but the limited course on offer stops it being a classic



€ Ridge Racer Type 4 ★★★★★

Namco reclaim the road and come tearing back to the top spot with this amazing arcade racer. Sleek, sultry, and sporting more scorching wheels than a wagon train in Apache avenue this is a literal turbo talisman. The ultimate arcade racing experience



€ Road Rage ★★★★★

A poor mans Wipeout in every sense. In fact a man so poor he only eats from bins. Avoid.



€ Road Rash ★★★★★

Average motor biking game from yesteryear that gives you the chance to knock your opponents about too.



€ Road Rash 3D ★★★★★

A three dimensional version of the popular Road Rash series from Electronic Arts. Take part in a deadly motor bike race across America while avoiding the cops and beating the opposition with baseball bats. A great idea that fails to hit the target..



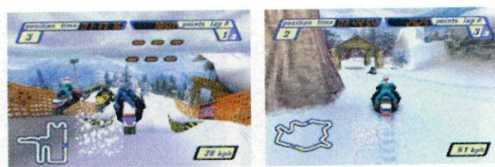
€ Rock 'N' Roll Racing 2 ★★★★★

This looks amazing until you actually start racing, then you'll find this is one of the worst games ever.



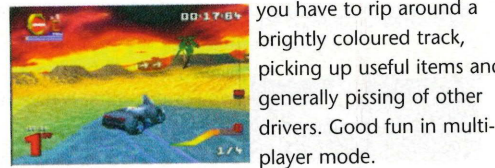
Sled Storm ★★★★★

The best motor thingy on snow racer ever. It plays like a Bond movie chase scene, looks like a winter dream!



€ S.C.A.R.S ★★★★★

A novelty racer in the Mario Kart mould. Each car is based on the characteristic of an animal with which you have to rip around a brightly coloured track, picking up useful items and generally pissing of other drivers. Good fun in multi-player mode.



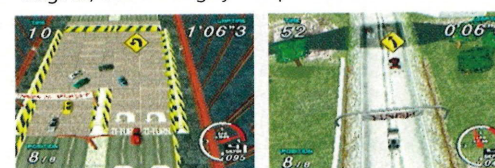
Speed Freaks ★★★★★

Cute racer with a multicoloured mean streak. It's Mario Kart for the PlayStation. It's faster than Will's bird. Top!



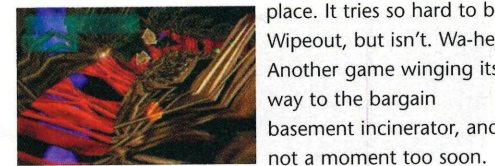
€ Speedster ★★★★★

A racing game with a weird overhead view point. Original, but still largely complete arse.



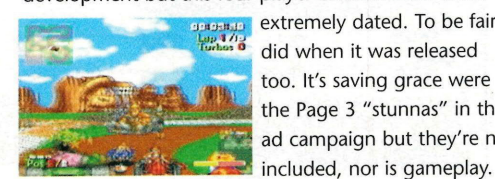
€ Starwinder ★★★★★

What is this, clock work stars? No, its a 3D space racer that fastens you to a rail and chucks you all over the place. It tries so hard to be Wipeout, but isn't. Wa-hey! Another game winging its way to the bargain basement incinerator, and not a moment too soon.



€ Street Racer ★★★★★

Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated. To be fair it did when it was released too. It's saving grace were the Page 3 "stunnas" in the ad campaign but they're not included, nor is gameplay.



€ Supersonic Racers ★★★★★

A wacky race style romp that owes more than a passing thank you to MicroMachines 3. Avoid this. and get Circuit Breakers. It's so much better than this predecessor. You can get it cheap too so you'll be saving money into the bargain. Bonus



€ Tank Racer ★★★★★

A potent mix of nitros and napalm lifts this delightful demolition derby up above the average mark



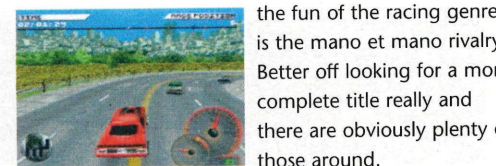
€ Test Drive Off Road ★★★★★

Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed.



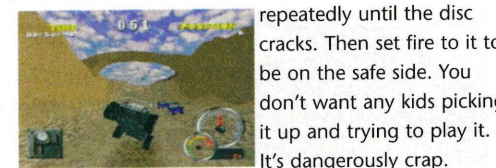
€ Test Drive 4 ★★★★★

Well done boys. Creating a racing game with no two player option. It's a fair one player game, but most of the fun of the racing genre is the mano et mano rivalry. Better off looking for a more complete title really and there are obviously plenty of those around.



€ Test Drive 4x4 ★★★★★

This 4-wheeled waste of time is as dull as the dirt tracks you race on. Drop this in the mud and stamp on it repeatedly until the disc cracks. Then set fire to it to be on the safe side. You don't want any kids picking it up and trying to play it. It's dangerously crap.



€ Test Drive 5 ★★★★★

Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like.



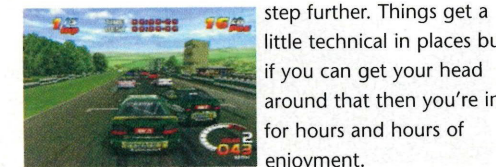
€ TOCA Touring Car ★★★★★

A fantastic Touring Car simulation which is up there with the V-Rallys and Total Drivin's of this world.



€ TOCA 2 ★★★★★

Simulations don't get much better than this. The original TOCA was excellent but this takes everything a step further. Things get a little technical in places but if you can get your head around that then you're in for hours and hours of enjoyment.



€ Tokyo Highway Battle ☆☆☆

A wanky Rage Racer style game. Build your car to improve your racing performance. Except don't bother.



€ Tommi Makinen Rally ☆☆☆

How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim.



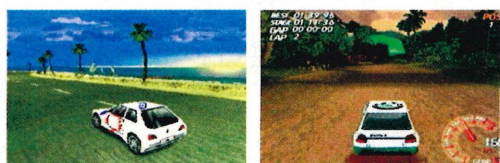
€ Total Drivin' ☆☆☆

Earlier effort from the makers of the excellent Max Power Racing. Great arcade action once again



€ V Rally ☆☆☆

Great rally sim. Over 40 tracks to race on and loads of cars and options. Well worth your twenty.



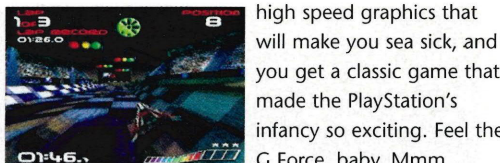
€ V Rally 2 ☆☆☆

Better than Colin McRae and featuring a ream four-player mode. Fancy making some skidmarks? Get this!



€ WipEout ☆☆☆

Not many games feature soundtracks that sell like viagra coated chocolate. Couple the top sonics with high speed graphics that will make you sea sick, and you get a classic game that made the PlayStation's infancy so exciting. Feel the G Force, baby. Mmm...



€ WipEout 2097 ☆☆☆

Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Have a look.



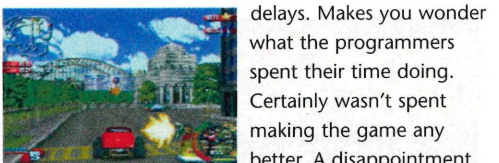
Wip3out ☆☆☆

The finest future racer just got better. Well, it got multiplayer options and tidier tracks. Superb!



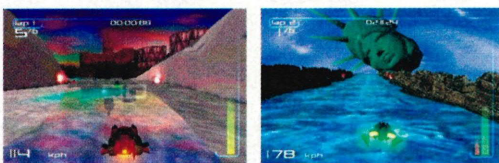
€ Wreckin' Crew ☆☆☆

Dismal driving battle game that looks as bad as it plays. It took years to come out after a barrel full of delays. Makes you wonder what the programmers spent their time doing. Certainly wasn't spent making the game any better. A disappointment.



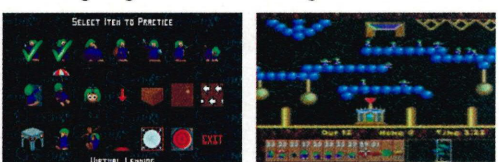
€ 360 ☆☆☆

A water based WipEout wanna be that fails to deliver on all counts. A shoddy release that should be avoided.



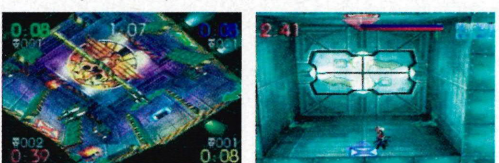
€ 3D Lemmings ☆☆☆

An updated and special 3D addition to the ongoing Lemmings saga. Still old hat though.



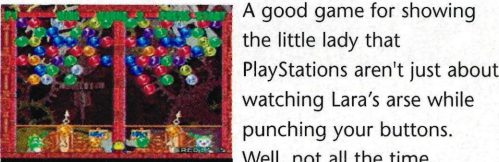
€ Blast Chamber ☆☆☆

Confusing future-set puzzling sport. Quirky as hell and not everyone's cup of wierdness.



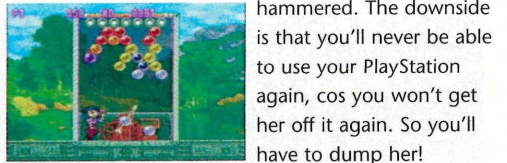
€ Bust A Move 2 ☆☆☆

Bub and Bob from Bubble Bobble make a return to their bubble bustin' and jewel releasing puzzle action.



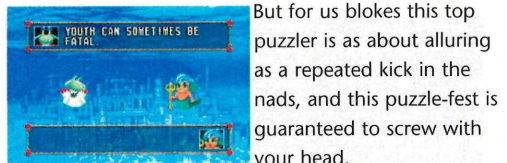
€ Bust A Move 3 ☆☆☆

Quality effort that will keep the girlfriend occupied for many a night while you're down the pub getting hammered. The downside is that you'll never be able to use your PlayStation again, cos you won't get her off it again. So you'll have to dump her!



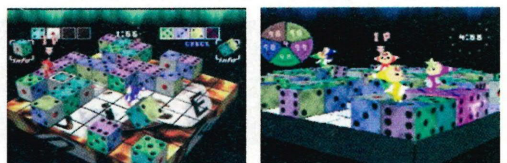
Bust-A-Move 4 ☆☆☆

The finest puzzle game under the sun. It's popular with the ladies too, so show it of for a guaranteed shag!



€ Devil Dice ☆☆☆

Another interesting idea that looks suspiciously good on screen but actually turns out to be mostly irritating.



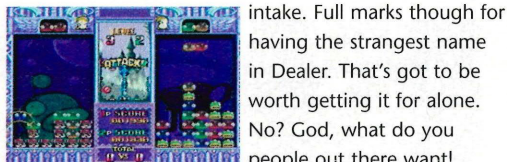
€ Grid Run ☆☆☆

Fast paced chases around a floating grid. Good fun in small doses. Very, very small doses. Miniscule in fact.



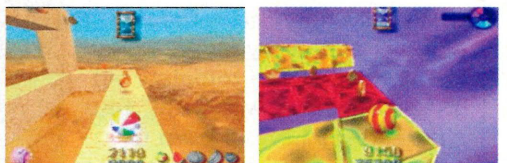
€ Hebereke's Popoitto ☆☆☆

Wacky Japanese type thing which owes plenty to Tetris and even more to the game's developers LSD intake. Full marks though for having the strangest name in Dealer. That's got to be worth getting it for alone. No? God, what do you people out there want!



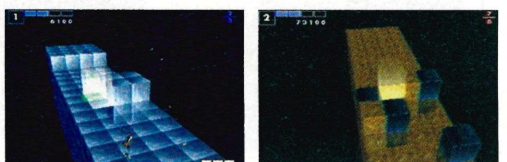
€ Kula World ☆☆☆

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.



€ Kurushi: Intelligent Cube ☆☆☆

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating, but then that's the point.



Lost Vikings 2

Control a posse of comedy Norse men who are lost. An old idea, but one that's been well executed.



Oddworld: Abe's Oddysee

An excellent puzzle game. Quirky, fun and more than a little perplexing. A truly original game designed by highly original minds. Help the main guy, Abe, save his people and make him fart in comedy fashion. The chicks love it too. Get in there, Captain Trousers!



Puchi Carat

Bust-A-Move has a fling with the bat and ball classic Arkanoid and produces this neat puzzle-baller. Tasty.



Sports Car GT

Handling that's slacker than a 2-bit whore and clumsier than a Hooch fuelled school girl. In a word crap



Good graphics, but the gameplay, sound, cars, tracks, handling and control - well, all of it - are all on the shitty side of barely manageable.

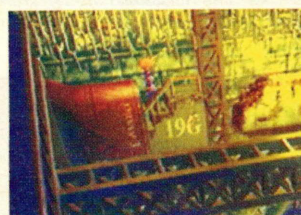
Super Puzzle Fighter Turbo

A bizarre Street Fighter/Tetris combination which will zap your social life into extinction within minutes.



Final Fantasy VII

The biggest game ever! Three whole CD's full of sumptuous graphics and sleazy music. Takes about 100 hours to complete but it's certainly time well spent. Your girlfriend will have to learn to cope with your long periods of sustained absence. Buy her a vibe.



Swing

A puzzle game for people who do the Time's crossword to relax. Ugly, tricky and boring.



YoYo's Puzzle Park

A brightly coloured pain in the arse that shouldn't even be inflicted on criminals. Burn every copy!



Don't be fooled by the cutesy guise, the game is purest evil. Countless levels of very similar levels to wiggle around and slightly different enemies to kill.

Breath Of Fire 3

Dated by today's standards. You may have played earlier incarnations of this on the Super Nintendo.



Well things haven't come on that much in all honesty and if you need an RPG with stunning graphics and real lasting appeal, then go for Final Fantasy VII instead

Diablo

EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Most of the



games are designed to be played with a mouse but the developers have managed to get all the main functions onto the joy pad with no fuss. Treat, as they say.

King's Field

Standard and graphically basic role playing romp from Sony HQ. The whole thing plays quite well though.



Alundra

Falling into the same leather booties as Zelda on the SNES, Alundra is a basic painting by numbers RPG.



Suikoden

This one has the dubious pleasure of being the first true role playing games on the PlayStation.



The game's drabness drags, what was a bad game, to the levels of a really bad one. With FF8 on it's way, this can happily be avoided with confidence.

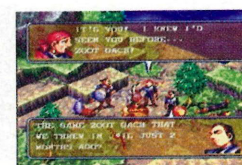
Blaze & Blade

Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma.



Vandal Hearts

Magic, action, strategy and fighting. It's a corker that's for sure and was probably the best in the genre until Final Fantasy VII arrived on this Earth. Even now if you've had enough of Square's brilliant offering this could well tide you over for a little while.



Wild Arms

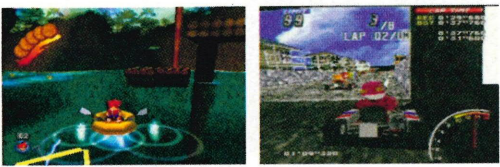
This Wild West themed RPG may be pretty mediocre, but it has some nice touches and at least it's original.



£ Ape Escape

☆☆☆☆

Fantastic free-roaming platformer where you nab apes in a big net. It'll only run with a Dual Shock though.



£ Asterix

☆☆

A crappy Gallic affair that owes a lot to Risk. Sub-standard arcadey sections do nothing to help this cack.



£ Bugs Bunny: Lost in Time

☆☆

An inoffensive/bland platformer featuring that rabbit. Get it cheap or forget about it and get Ape Escape.



£ Captain Blasto

☆☆

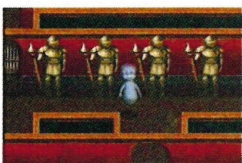
Basic platform action that amuses and entertains without excelling at either. Kind of polygonal in its own little way, and sort of quirky if you want to know the truth, but if it's truth you're after then try this on: Captain Blasto is a game played by chimps.



£ Casper

☆☆

The cute and friendly ghost's PlayStation debut is a total bunch of utter ARSE! With no redeeming features and gameplay that would bore a corpse, Casper is one spook that is in need of an encounter with the GhostBusters. Who ya gonna call?



£ Castlevania

☆☆

If your looking for a platform game that combines an awe inspiring story, dreamy graphics and state of the art sound, AVOID THIS LIKE THE PLAGUE. It's a total waste of, what was, a totally acceptable idea that's just gone to hell. Stay there, you crap game you!



£ Cheesy

☆☆

I know, let's make a game and give it an ironic title like "crap game" or something. Trouble with this one is that behind the self depreciating title lies a game that actually lives up to the name. Cheesy by name, utter shite by nature. Smells like rotten Brie.



£ Crash Bandicoot

☆☆☆

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.



£ Crash Bandicoot 2

☆☆☆☆

A massive improvement on the original with more variation than its predecessor. A winner.



£ Croc

☆☆

A Mario clone for the PlayStation was the aim for Croc, and it wasn't a bad attempt. A cuddly character in an original game with its share of playability thrown in. Not a bad buy if you can pick it up cheap but at full price there are better efforts on offer these days.



£ Croc 2

☆☆

A cute game that's too tough for kids, too bland for hardend gamers who would prefer Ape Escape.



£ Earthworm Jim 2

☆☆

An unimpressive update of a 16bit platform hero. Dated on release and absolute dirt now.



£ Gex

☆☆

Another effort which is worth a butchers' if it happens to be going cheap. A throwback to the PlayStation's early days when graphics like these gave everyone a stiffy, Gex is in need of a facelift (he got one - see below) but still provides limited fun for a while.



£ Gex: Enter the Gecko

☆☆☆

3D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.



£ Gex: Deep Cover Gecko

☆☆☆☆

He's lean, green and back on the PlayStation scene in this stunning sequel. With more costume changes than Mr Ben on speed and an one-line library to rival Bruce Campbell's. Gex is deeper into his bizarre but beautiful 3D world than ever before.



£ Crash Bandicoot 3

☆☆☆☆

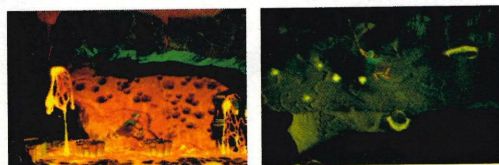


This is how sequels should be approached. The basic idea remains the same but the gameplay is revamped and redrawn for a newer, fresher, look, with more variety in the levels and an all-round tougher challenge. One of the PlayStation's finest platformers.



€ Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.



€ Hercules platinum ☆☆☆

All the fun of Disney's re-writing of the famous Greek legend in a fine platform based caper.



Everything in this garden is rosey. Quality animation, top sounds, but oh no - it's only been a only a few hours of play and it's all over. Short, but fun.

€ Jersey Devil ☆☆☆

Tricky control in a very good game which still plays well today. In the top 10 platformers.



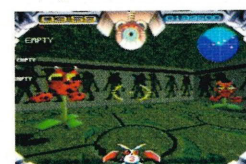
€ Johnny Bazookatone ☆☆☆

Another title that's destined to rot at the bottom of a bargain bucket. You can spot these ones a mile off as even their names make you want to double over and puke 'till you see stars. When will these developers stop wasting our time?



€ Jumping Flash ☆☆☆

This well average platformer has nothing to do with ropey Whoopi Goldberg movies or Rolling Stones Lyrics. Shame really, as it needs some slice of insanity to take it from the realms of mediocre. Easy to complete yet friendly. Inoffensive bargain fodder.



€ Jumping Flash 2 ☆☆☆

A sequel that was eagerly anticipated by no one except Whoopi Goldberg, who though her ropey movie was about to be given the sequel treatment and a PlayStation tie in. Sorry Whoopi, this is just a slight improvement on the original game.



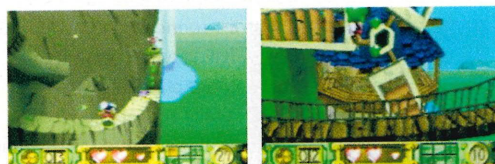
€ Kingsley ☆☆☆

Kids Fox adventure that'll make hippies shut up, pick up a shotgun and go hunting the little bastards. Crap.



€ Klonoa ☆☆☆

A real surreal Japanese deal with an airborne floppy eared feline. The scary will revel in it.



€ Lomax In Lemmingland ☆☆☆

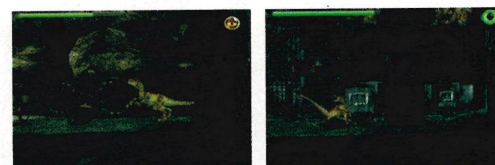
He'd have been better off visiting somewhere else, Lomax Crash Bandicoot Land, for example.



It's better there. That said, this does have elements of some originality, it's easy to play and not the quickest to complete, so, fivers at the ready for the little green git.

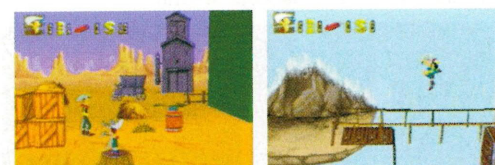
€ Jurassic Park: Lost World ☆☆☆

Never heavy on plot, JP:LW could have made up for it with stunning gameplay, but missed the boat.



€ Lucky Luke ☆☆☆

Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.



€ Mega Man X3 ☆☆☆

For some reason, that we will never know, crap games seem to be the horniest and most fertile genres out there. The Mega man series just goes to show you what a dirty slut the original game was. Someone please show this crap to the family planning clinic.



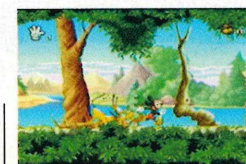
€ Megaman 8 ☆☆☆

See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.



€ Mickey Mania platinum ☆☆☆

Remember the days when every game license was converted into a platform game, no matter what?



Well, Disney seem to remember and have given you lucky people this piece of retro-gaming action. It's short but it's fun and it's got a six foot mouse!

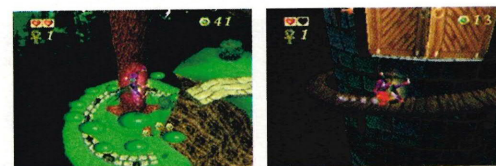
€ Oddworld: Abe's Exoddus ☆☆☆

The Gimp with the gift of the gab returned with more vocals to continue his puzzle solving frolics in this superb adventure, platform, puzzle or whatever the bloody hell it was. Great fun and a real challenge but be warned, it ain't easy and it ain't always fair.



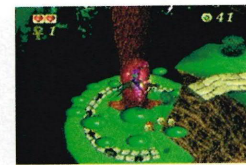
€ Pandemonium ☆☆☆

A 2D platformer made to look all 3D. Not bad, but there are those which do this for real.



€ Pandemonium 2 ☆☆☆

A 3D platform game that's "on rails" but offers enough fun and frolics to keep even the grumpiest person happy. That is until you complete it while your waiting for an egg to boil. Nice game. Nice characters but the life expectancy of a sickly Mayfly.



€ Psybadek ☆☆☆

An unusual and psychedelic take on the platform genre, this funky funster is sadly marred by repetitive levels and fiddly controls. One of those games which looks great when someone's playing it in the shop, but really needs a sequel to sort it all out.



€ Rayman ☆☆☆

The French and limbless character will soon have his sequel and TV series. The original game offers some good and honest, no frills fun that will entertain those of you desperate to control a French and limbless cartoon character. You know who you are!



€ Rascal ☆☆☆

Like we said, you could do a lot worse, and this is a lot worse. Good looking, but absolutely no gameplay.



€ Skull Monkeys ☆☆☆

Awesome graphics but lacking in lasting appeal. One of the "best of the rest" if you know what we mean.

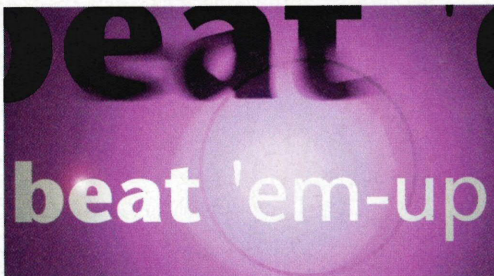


€ Spider ★

Incey Wincey Spider, coming down the spout, Incey Wincey Spider began to scream and shout. He shouted



with frustration that in his platform game, the graphics were abysmal and the gameplay was so lame. Like most spiders, this is best flushed down the bog.



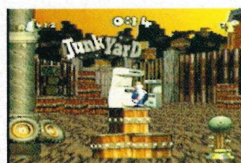
€ Spot Goes To Hollywood ★

Another example of 16bit characters failing to make the transition into 32bit gaming.



€ Trash It ★

Go crazy with a hammer and smash stuff to pieces. Sounds like a dream, but can you see yourself still



doing it in two or three weeks time? You can? Well then you're definitely a nasty bastard and deserve to play such a boring (if original) game as this.

€ Tombi ★★

Part puzzle with a spot of RPG thrown in for good measure. Put it on your list of must-buys at no. 108.



€ Wild 9 ★★

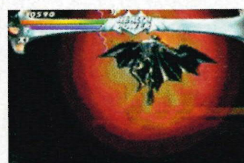
The world's first torture'em-up provides for many a laugh, plodding through this platform game using



your 'victims' to aid your quest. Falls down in the long run with its lack of lasting appeal, but those inclined to pilfer could do worse than lift this.

€ Batman Forever ★

Appalling dog's-mess of a game. The average human would be better served eating their own arse.



€ Battle Arena Toshinden ★★

An early PlayStation beat-em-up that was good, but has been overtaken by the likes of Tekken 3 and



SoulBlade. Tekken 2 and SoulBlade are available on Platinum so it's hard to recommend this anymore. Good fighting fun in its time though.

€ Battle Arena Toshinden 2 ★★

By release number three, this series was beginning to really show it's age. When you compare this one to



the Tekken stable, there is no contest whatsoever. The graphics look dated and the controls are now a complete joke. Best let this one wander of and die really.

€ Battle Arena Toshinden 3 ★★

More magic scrapping action in the same vain as the other two. The series was struggling by this time as



Tekken had been accepted as the number one beat'em-up, and something special was needed to get back the balance of power. This wasn't it, but it's still good.

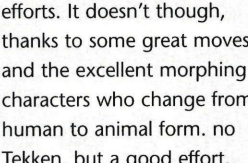
Bio F.R.E.A.K.S ★

Mutant fighting. Sounds good. Could've been a winner, but in the end, midget wrestling is better.



Bloody Roar ★★

A good looking beat'em-up which could easily have fallen by the wayside as one of the many average efforts. It doesn't though, thanks to some great moves and the excellent morphing characters who change from human to animal form. no Tekken, but a good effort.



Bushido Blade ★★

Handy for those bereft of patience. Big twatters of swords mean the best special move wins.



Cardinal Syn ★★

Unusual game from Sony with some odd characters and interesting scenarios. Lacking in adrenaline.



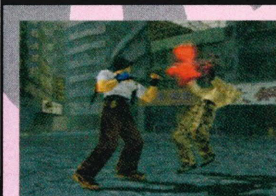
€ Criticom ★

That old chestnut about the game with good graphics and piss poor gameplay has never rung more true



than with this piece of stale wank. If you're one of those sad people that likes things this way, then by all means buy this game. But if you do you're certifiable.

€ Tekken 3 ★★



A corker and no mistake, matey. Tekken 3 is the ultimate fighting game on the PlayStation and it's doubtful it'll be beaten. As close to an arcade fighting game as you could ever want. Every PSX owner should have one tucked away somewhere.



€ Dark Stalkers 3 ★★

Street Fighter gets all gothic in this fun spook-em-up that amuses and frustrates in equal measure. A rental.



€ Dead Or Alive ★★

Fast, frantic and sexy as phook. And the birds' tits wobble like mad! Gaming heaven.



Medal Of Honour

Destrega



Run around an arena, check a firebolt - move in and kill. A really stoopid fighting game that's really bad.



Evil Zone



Suprisingly good beat'em-up. Suprising because the Manga action is controlled with one button. Rent it.



The Crow: City Of Angels



If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.



Darkstalkers



It's not like Capcom to use the Street Fighter engine for virtually every other game they produce is it?



This 2D exhibit is quite enjoyable in short bursts but really has been eclipsed by recent offerings. There are far better fights to be had in the school yard!

Dynasty Warriors



If you fancy a trek back in time to ancient Japan then this average kick-about fits the bill. On the other hand



if you don't then it most certainly doesn't. A word of warning too - it's bloody difficult to play and you'll get your arse kicked time and time again.

Fantastic Four



The most ill advised title of all time. Fantastic it most certainly is not. In fact, replace the word Fantastic

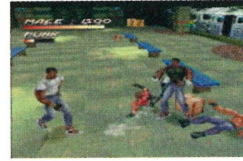


with any random expletive and you'll find yourself much nearer the mark. Rubbish that should be avoided more than a prostitute with leprosy.

Fighting Force



Tries to mix adventure with fighting but turns up like Monica Lewinsky - a bit dull and far too easy



Iron & Blood



Where do they get the names from? The medieval setting makes a nice change but the game is average.



Iron Man



Show us a good comic character turned into a good game and we'll show you the Holy Grail. This is among



the worst fighting games ever released and whoever believed that this was acceptable must have forgotten to take his tablets. Absolute arse.

The BIG Picture

€ Killer Instinct: Arena Fighters ☆☆☆

Highly anticipated and highly disappointing kick boxing sim that failed miserably from the word go. It



now looks dated, and as it was no looker originally it is the equivalent of a hairy old Greek lady. Best avoided if you know what's good for you. And we think you do.

Legend ☆☆☆

Novelty slash 'em up in the mould of eighties' classic Golden Axe. Only worth a look if you're going to



play in multi-player mode. The single player game will bore you senseless and if you're an only child you're better advised to steer well clear. Good post-pub fodder

Marvel Super Heroes ☆☆☆

What more can you want from a game than the chance to pit SpiderMan against Wolverine and find



out who will win. The main let down in the game is the use of the ancient Street Fighter engine. Still, it does have Marvel Super Heroes. Excelsior!

€ Marvel Vs Street Fighter ☆☆☆

Not exactly a Street Fighter classic, but a rumble fest supreme if comic book heroes and hectic hand action's



your bag. It's far better than most of the rehashed SF shite, but let's be honest, would anyone in their right mind really swap Tekken for this?

Mortal Kombat 3 ☆☆☆

These games rocked the world a few years ago, but video games have a habit of aging quickly and this



one is no exception. With the domination of 3D fighting, it's hard to see a place for this old timer. Plenty of blood and gore though.

Mortal Kombat Mythologies ☆☆☆

Take the worst part of the Mortal Kombat games and mix well with the shoddiest idea for an RPG, leave



to fester 'till the mixture takes on a brown, crinkley and odorous form. Leave the mixture on a pavement and make local dogs believe that a new bitch is in town.

€ Mortal Kombat Trilogy ☆☆☆

The original three arcade smashes rolled into one tiresome collection. They're all the same though.



€ Mortal Kombat 4 ☆☆☆

Mortal Kombat finally gets a game worth playing as it enters the 3D era. It still struggles to keep up with



its rival beat 'em ups but it is at least a noble effort that puts up more of a scrap than its less illustrious predecessors. Worth a look for fight fans.

€ Pocket Fighter ☆☆☆

A cracking little game that's great fun. See tiny characters beat seven shades out of each other



using a variety of secret weapons pulled out from huge pockets. Street Fighter engine again, but oodles of novelty make this a good bet to buy.

Psychic Force

If this was good it might be worth buying, but as it's not then don't go near the little blighter. Rubbish.



Rise 2: Resurrection

Vastly over-rated robot fighting game that was the follow up to another vastly over-rated robot fighting game. There was certainly no learning curve on display as far as the programmers were concerned. You lot cottoned on though and didn't buy it thankfully.



Rival Schools: United By Fate

Schoolies' knickers on show in virtually every fight. Does it get any better than this? Capcom unleashed this ridiculously named game and won over our hearts cause it really was smart. Well worth adding to your cupboard if only for the gusset abundance.



Soul Blade

A £20 game that simply everybody must own. One of the best fighting games to be released on any format.



Star Gladiator

Another early attempt that did very well for itself with its sci-fi game. Out of this world (sorry!)



Star Wars: Masters of Teras Kasi

Similar to Soul Blade but with the likes of Luke Skywalker and Darth Vader to play with. Very cool.



Street Fighter Alpha 2

Oh, God. Will they ever stop doing this? Who exactly owns a Street Fighter game and needs more identical stuff to play with? Stupid and rich people that's who, and they should all be shot - or taxed heavily. If you want a SF game just pick any at random.



JAPANESE CHART

1. Golf 2
2. Pro Baseball '99
3. Guitar Freaks
4. Always Together
5. Legend Of Mana

Street Fighter Alpha 3

Same old same old, as they say. More dreary geriatric Capconian jizz, and it's the stale smelly kind too!



Can someone please put an end to these in-bred Nintendo offspring please. There just ain't enough rumble juice to go around the playground anymore.

Street Fighter Collection

This does exactly what it says on the tin. Three Street Fighter games in one simple bundle. They're all the same underneath but you do get a variety of characters and special moves for your money. If you love Street Fighter then you can't go far wrong.



Street Fighter Collection 2

The coffin dodger supreme, still doing the rounds. Worse than an aggressive anal wart infection.



Street Fighter EX Plus Alpha

Funny that Capcom realised that the Street Fighter series needed to pack it's bags and head for 3D territory and then decided to go back to 2D. Fools. This fleshed out SF'er showed how good the series could get if only they would carry it through.



Street Fighter: The Movie

Street Fighter: The piss take more like. What is going on? Game is turned into crap movie and then crap movie gets shunted back into crap game! Is it just me or is this the stupidest thing that the world has ever seen? Anyone who buys this should be bayoneted.



Tekken

Now we're talking fighting games. Forget your Street Fighters and your Toshindens and get this.



Tekken 2 is out on Platinum too, so you'd really be better of getting that. If it's bargain bucket toss up time, then this wins over all but the other Tekkens.

Tekken 2

Even better than the above. Sony get ever closer to the perfect fighting game and it's gone Platinum too!



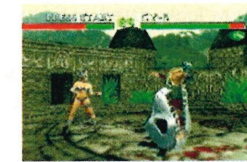
Tobal No.1

An old and crusty fighting game that came out at the same time as Toshinden (you remember, there was an ice age.) It can't really cope with the current climate of hot beat-em-ups and really should just shrivel up and die with grace. Good for a museum piece.



Wargods

If Wargods was a bird you couldn't go wrong with it. Nice to look at with phook all depth. Unfortunately it isn't, so what we're left with is an empty-headed game that you've paid 40 quid for, and it won't even give you a wank! Get down King's Cross instead...



Yusha

If being totally off your mad assed tits was something that regarded as "good" then this offering from the



"bad in the head" Japs would be a classic. Of course weird does not equal reamness, as Yusha proves. Yes, it's weird as a hat stand, but, Jeezus is it shite. Run Away!

Vs

The ideal game for all aspiring gangsta rappers, with vicious scrapping on the streets of Los Angeles. Now



all that's needed is a spot of Ice Cube and we're fully sorted. Unfortunately, the Uzi's and "shanks" are missing and it's all a trifle average, homes.

€ X Men: Children Of The Atom ★★

Standard 2D fighter from the 2D fighter masters. Worth a peek only if you own ALL the Street Fighters.



€ X Men Vs Street Fighter ★

Triple X Men more like. You've a right to expect better than this half-arsed piffle.



€ Zero Divide ★★

A ten tonne robot death machine is never going to be as agile as Bruce Lee so it's no surprise that this droid fighter is a bit on the cumbersome side. Who wants to play characters like these? People who like their games on the average side, that's who.



€ Zero Divide 2 ★★

And the same could be said for this. The graphics in both games are the high point, although there is a good game in here struggling to get out. Maybe it'll make it if a second sequel arrives, but for now it's best left alone. Ne pas toucher, as the French say.



flight flight sims

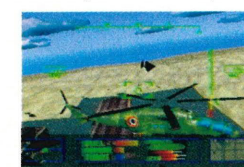
€ Ace Combat 2 ★★

Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.



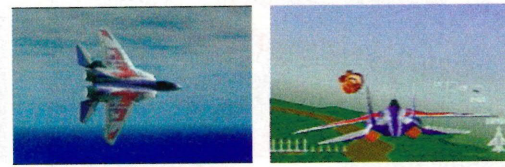
€ Agile Warrior ★★

A vaguely involving fly'em-around'em-up which runs at a very reasonable speed even when the screen is full. Helped by a straightforward control method, it's fun for a few hours but tedium rears its head before the money's out of your Switch account.



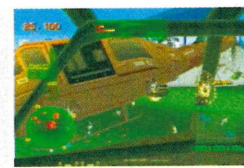
€ Air Combat ★★

So-so flight sim from the PlayStation's early days. Bit of a contender due to the wallet-friendly price tag.



€ Black Dawn ★★

A black dawn eh? That's called night time isn't it. Anyway, this is actually the sequel to Agile warrior and has much more on than it's original incarnation. A fair excuse to take to the skies and shoot up innocent villagers. Why, it's just like being back in 'Nam. I guess.



€ Firestorm: Thunderhawk 2 ★★

It's big, it's hard and it needs to be plunged into battle as often as possible. All the fun of controlling a big vibrating chopper and non of the health risks. The second most fun time you can have with a big thundering nob. I mean chopper. Doh!



€ Gunship ★★

If you want to take an Apache AH-64 to the skies and have plenty of controls to master, then you will be in overly technical geek heaven with this one. Good to play while listening to Wagner and crying "I love the smell of napalm in the morning". For furtive joystick fiddlers only.



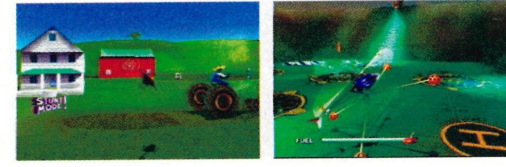
€ Raging Skies ★

Or to give it its full title, Not Overly Full Never Mind Bloody Raging Skies. Ho, ho, no, but really readers, that isn't the name of the game, but it would be more accurate if it was. Anyway, bloody traffic wardens eh? They're everywhere. My mother-in-law is so fat...



RC Stuntcopter ★★

A Radio controlled helicopter simulator that is as tricky as the real thing. Stick with it and reap the rewards!



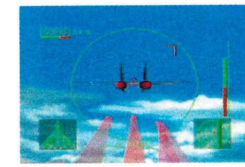
€ Strikepoint ★

Another game that makes no real mistake other than being really dull. There are bigger, better and more interesting fly-em-ups out there, so only pick this one up if you find it lost somewhere. It has no real place in your game collection, so best leave it.



€ Top Gun: Fire At Will ★

Thank you. We choose to fire now and we choose to fire at you, programmers, for littering the planet with such crap. Like Strikepoint above, does nothing to offend apart from offer sack-all in the way of anything remotely new or innovative. Utterly mediocre!



€ Warhawk ★

An early whirlybird simulation who's basic graphics badly let down a fair game. The games one saving grace is the fact that the missions are well designed and you find yourself needing to finish them. Available for a tenner in bargain box. Somewhere.



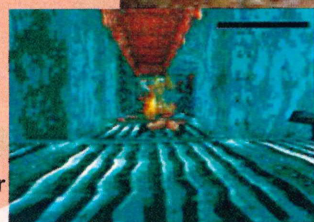
€ Wing Commander 3 ★

Look at these screenshots. Don't they look great? That's because they're FMV. Space dogfighting your bag is it? - then you might dredge a morsel of enjoyment from this effort. But be warned, it doesn't look good and it doesn't play well.



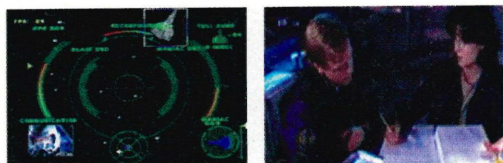
€ Tomb Raider 2 ★★

Run, jump, fire, hang, say "Ooh!" when you bump into things. Better than the first in every way and one of the few genuine must-have additions to everyone's game collection. A larger game with less puzzling and more shooting action than the first. Top stuff!



€ Wing Commander 4 ★★

Another Mark Hammill pay day and another tale of style over substance. Pants, with a capital shite.



€ Wing Over ★★

Not an aircraft shagging simulation but a quirky aerobatics game. Pick it up cheap and you're away.



Wing Over 2 ★

EJECT! EJECT! This game is on a collision course with downtown Shitesville. Oh, The humanity!



adventure

€ Alone In The Dark m★

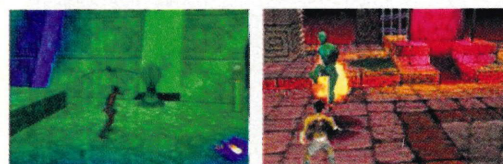
One of the original PlayStation adventure games which takes the player into a haunted house scenario and



provides it's fair share of mild shocks and light thrills. Cumbersome control and a now dated look haven't taken all the polish off this old girl. But they've tried.

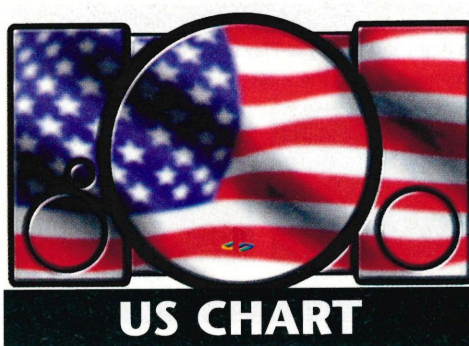
€ Akuji The Heartless ★★

Strange voodoo dealings sound promising but in fact form part of an average effort. Wait for price to drop.



€ Atlantis ★

As interesting an adventure as tackling the perils of your gran's knicker drawer. Smells the same too.



1. WWF Attitude
2. Driver
3. NCAA Football 2000
4. Final Fantasy VII
5. Need For Speed 3

€ Ark Of Time ★

Ark of Shite would have been more appropriate. Bit of a CD-as-coaster scenario on here.



€ Batman & Robin ★

Twatman and Bobbins. An obligatory, crap movie tie-in game that the developers. Get the picture?



€ Blazing Dragons ★

This may sound like the sort of stupid exclamation that Robin (the boy wonder) would squeak at Batman.



And well it might be. But it's also the name of a potentially good monster mangler that is let down by gameplay that fails to really gel. Don't even touch with a very long pole.

€ Broken Sword ★★

Monty Python humour abounds in this intelligent adventure which set the pace for PlayStation games of its ilk. Well designed and written, it isn't the trickiest adventure to finish but will keep any player happy, and raise a few smiles for as long as it lasts..



€ Broken Sword 2 ★★

Only marginally better than the first, but a different dilemma means renewed gameplay aplenty.



€ Chronicles Of The Sword ★

Bit of a pork sword, as it goes. Old hat, nothing new, you'd be mad to shell out for it, etc. etc.



€ City Of The Lost Children ★★

Basing a videogame adventure on a movie - oh that's new. Except it is when the movie is a French arty flick.



It would be fair to expect our share of tits and onions then, but alas none of either are forthcoming, though the semi-lush graphics makes for a decent games experience.

€ Cyberia ★★

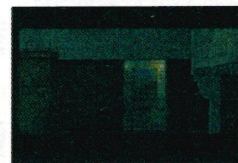
A dreamy looking game when it first appeared, Cyberia's graphical charm has dwindled somewhat in



light of more recent achievements. Never a lasting adventure, it leaves a lot to be desired now, but shouldn't be totally dismissed out of hand.

€ D ★

Two words that make no sense. Friendly fire. Another two? Interactive Movie. This one looks fair but you



expect that from a game that is basically a movie that pauses for you to solve crappy puzzles. Save your money and go to the cinema instead.

€ Deathtrap Dungeon ★★

Good, solid adventure featuring a heroine with more outrageous charlies than Lara Croft. Chut-chut-chut.



€ Discworld ★★

A decent job of taking the essence and humour of the Terry Pratchett books and slipping them into a game. If a little more time had gone into the gameplay elements and the way the plot formed, it could have been a champ. Fans loved it but the rest of us left it.



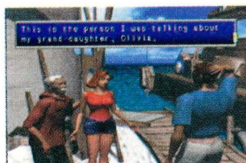
£ Discworld 2 ☆☆☆

And the same applies to this. Far from bad but only the mad-for-Pratchett brigade will mess themselves.



Diver's Dream ☆☆☆

An aquatic nightmare of a game that should have been weighted down and chucked into the sea. The gameplay has a distinct odour of rotting fish hanging about it, a bit like a tomb-raider sub-game without the sub. Hope it sinks without a trace.



£ Excalibur 2255AD ☆☆☆

An interesting and - for the most part - involving adventure with a decent mix of action and puzzles. Despite the different setting though, this is an effort which wants to be Tomb Raider and, naturally, fails. Not a bad buy if you can pick it up cheap though.



£ Hard Edge ☆☆☆

Resident Evil meets Die Hard. Ohh, that sounds good. Well it isn't. It's just a bunch over-manganised shit.



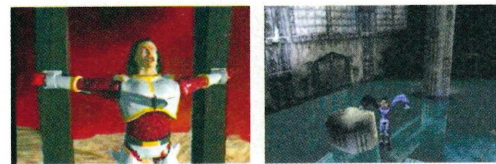
£ Herc's Adventures ☆☆☆

Fun for a very short time, but those who can be bothered will finish it easily. Unless they're spanners.



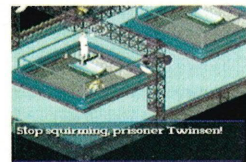
£ Legacy Of Kain ☆☆☆

Vampire strangeness in this huge and impressive blood sucking adventure. A good buy in anyone's book.



£ Little Big Adventure ☆☆☆

A quirky adventure game lovingly converted from its PC origins that manages to entertain for a short while. But it doesn't really go far enough in any department. The graphics are nothing but run of the mill and the point of the game is easily lost.



£ Medieval ☆☆☆

Ghosts n' Goblins is brought into the 90s in this excellent swashbuckling comedy type thing.



£ Men In Black ☆☆☆

Cacky movie tie in which pseudo sticks to the plot of the film, but you just don't care.



£ Metal Gear Solid ☆☆☆

One of the greatest games ever, playing more like a movie with you as the hero - Solid Snake. Just buy it!



MGS: Special Missions ☆☆☆

More VR training missions like the ones from the full game. It's 20 quid and it's Metal Gear Solid - Lite!



£ Myst ☆☆☆

Judging by the manual, the programmers were well chuffed with this one. This just goes to show how up-their-own-ass some people can be as this must be one of the most pointless, slow and stupidly weird adventure/puzzle games ever. The CD makes a good frizbee.



£ Nightmare Creatures ☆☆☆

Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.



£ Ninja: Shadow Of Darkness ☆☆☆

Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.



£ ODT ☆☆☆

A poor attempt at creating a challenger to Tomb Raider. Someone'll succeed, sometime...



£ Overblood ☆☆☆

A decent stab at a futuristic adventure, but the experienced gamer will find it piss easy to complete providing he can bear the long periods of tedium when nothing much happens at all. Shame, 'cos the boy had potential, but there you go.



Parasite Eve ☆☆☆

Great Full Motion Video, but hello? where's the game to match? Resident Evil without the good bits.



It's got a dark atmosphere, some of the graphics are good, but it's not enough to cover the poor control system and repetitiveness of the game. Parasitic import.

£ Perfect Weapon ☆☆☆

Didn't score enormously highly because it doesn't have quite enough going for it, but this is one of those



titles which if you make it half way through you'll lose sleep and food until you finish it. Looks great and you get to punch stuff. Christ, it's Naomi Campbell!

£ Pitfall 3D: Beyond The Jungle ☆☆☆

Highly anticipated 32bit revamp of classic game from days of old, when, y'know, monkeys chewed stuff and that. It all worked out rather well as it goes, but since it's based on a concept of jumping over stuff and not much else, it doesn't "go" far enough. Good fun.



£ Psychic Detective ☆☆☆

Ooh, could this game feature a detective that's Psychic? Hardly need to do much detecting if you can read peoples minds do you. "He did it officer, I read his mind." end of game. Shite Interwanktive movie shitefest. Shite-Shite that's heavy on the crap.



£ Reboot: Countdown To Chaos ☆☆☆

Almost a genre of its own. Shooting, running... er, adventuring and what have you. Average and odd.



Resident Evil

Zombies! Gore! Guns! Shooting! Crack! E! Prostitutes! Combine any four of the above and a fantastic game



ensues, and this is the one which broke the mould and set a new standard for others to follow. Slightly limited by today's standards, but a bargain at the price.

Resident Evil 2

Twice the adventure of the first game. Leon and Claire's battle is, shock-horror, a stunning shock-horror



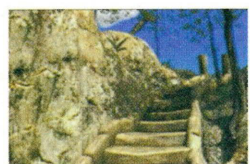
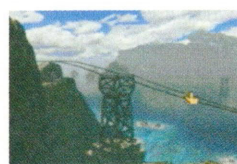
Resident Evil: Directors Cut

Justly falling between RE 1 and 2 for quality, and the chance to get a peek at RE2, which has come out now and therefore makes this version totally obsolete. If you absolutely must own RE1 then this is a better version. Just as scary, but more so.



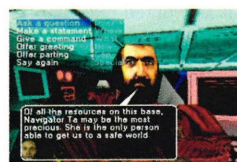
Riven

Not much of an adventure game, but a very striking little collection of moody holiday snaps.



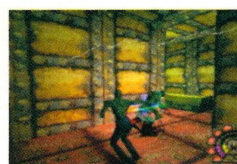
Sentient

In-depth and challenging, but dated and cumbersome to play. Like giant chess with live animals as pieces.



Shadowman

Great ideas, great style, interesting puzzles. Damn, those graphics jutter! Try before you get dissatisfied!



Silent Hill

Buy it and make sure you've got a years supply of incontinence pants. It's scary, Jesus is it scary!



Soul Reaver

Lara meets Vlad The Impaler and has herself a right good time. It's not TR3, but it does have vampires!



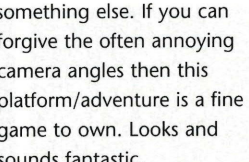
Spawn: The Eternal

Actually considerably better than the film. Just as prison-rape is better than death, just.



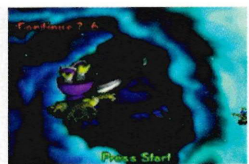
Spyro The Dragon

Is he Croc? Is he Crash? Is he Sonic the fer-hucking Hedgehog? He's a bit of everything and a lot of something else. If you can forgive the often annoying camera angles then this platform/adventure is a fine game to own. Looks and sounds fantastic.



Swagman

A spooky cartoon adventure. But then so is Scooby Doo, and it didn't cost 40 quid to watch.



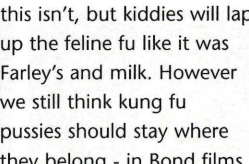
Syphon Filter

A fantastic bullet frenzy action movie of a game that gets your blood lust up while making your brain strain.



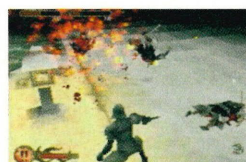
Tai Fu

Tony the Tiger quits fighting for Frosties and dishes out some savagery in a brutally boring game. Sugar coated this isn't, but kiddies will lap up the feline fu like it was Farley's and milk. However we still think kung fu pussies should stay where they belong - in Bond films



Tenchu

Good stuff this. Stealth, cunning and realism required. It's a bit like shagging your mate's mum.



Time Commando

Going back in time and monkeying about with history may have been fun for Michael J Fox, but for this



clumbering brute of a game it's just a pain in the arse. If you're rich and like wasting space in your game cabinet, then buy away. Everyone else, hide under your beds.

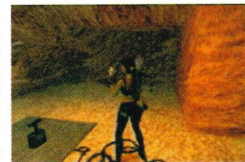
Tomb Raider

The game which launched a thousand magazine covers. And the same amount of pretenders.



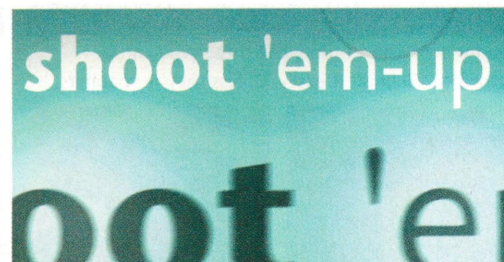
Tomb Raider 3

Improved graphics and puzzles so hard they star in pornos. Should have offered more, but still great.



X Files

An "Interactive" movie. This isn't a game, it's a TV episode with puzzle breaks. Boring "adventure."



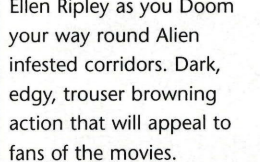
Airnaughts

It's not PlayStation Pilotwings, but anyone looking for an instant buzz will enjoy this. Good for a bargain.



Alien Trilogy platinum

Not in the same league as Die Hard Trilogy in terms of value for money. This one gives you control of Ellen Ripley as you Doom your way round Alien infested corridors. Dark, edgy, trouser browning action that will appeal to fans of the movies.



€ Apocalypse

☆☆☆

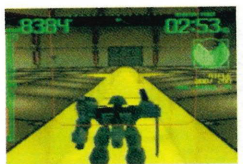
Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.



€ Armoured Core

☆☆☆

At first play, this game seems like a robot death machines wet-dream. Impressive sound and graphics that quickly get lost in some very samey level design. Some nice touches though, you can customise your droid up with the money you make. Fair.



€ Area 51

☆☆

No no no no no! A bland conversion of a bland light-gun coin-op. It has nothing on Time Crisis or Die Hard



Trilogy so don't even think of buying. It may appeal to tossers who are in to all that Roswell autopsy guff. Why? Who cares, let the geeks waste their money.

€ Assault

☆☆☆

The best elements from classic shoot'em-ups combined with a few fresh ideas to create a fast frag frenzy.



€ Assault Rigs

☆☆

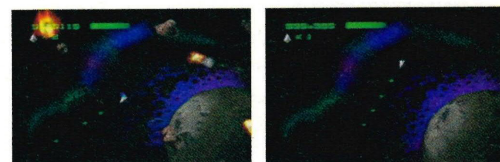
This goes to show you how good some of the early PlayStation stuff can look. It's got a great soundtrack and some some nice touches in what effectively is, a Doom clone in a robot suit. Good for its time and a worthy ten quid purchase, but any more.



€ Asteroids

☆☆☆

Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.



€ Auto Destruct

☆☆☆

A good-looking game in its own empty way, this is something of a conundrum. It'll keep even the most hardened gamer struggling for days on end, but uses the difficulty to make up for the lack of variety. If you're shit hot at games and crave a challenge, try it.



€ B-Movie

☆☆☆

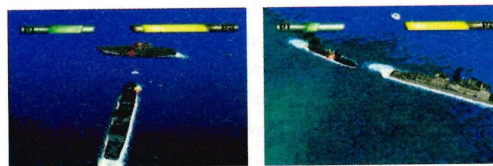
Alien-chasing shoot'em-up with some subtle humour to keep you amused. Tricky to complete.



€ Battle Stations

☆☆

Battleships for those who can't be bothered getting the board game out of the loft. Resides in Loserville.



€ Beast Wars

☆☆

Metallic shooter. Bland graphics and uninspired gameplay. Fancy it do you? Well you would...



€ Blam! Machinehead

☆☆

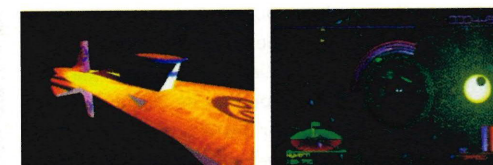
It sounds like a dull college indie band and plays no better. A 3D shoot-em-up with the occasionally nice graphical touches that's let down by a stupid name, over complex missions and a control system that just isn't nice to use. car boot sale purchase only.



€ Blast Radius

☆☆☆

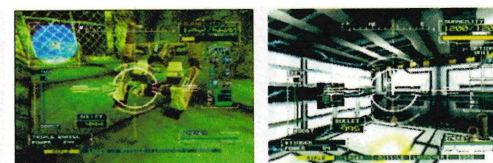
Star Wars style shoot'em-up that doesn't quite cut the mustard but ain't bad for a quid or two.



€ Brahma Force

☆☆☆

The third Kileak the Blood release is surprisingly absorbing stuff. Got a brain? Get a copy.



€ Colony Wars

☆☆☆

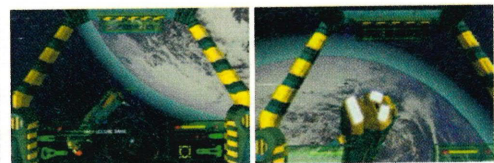
All the fun of pretending to be Luke Skywalker or Starbuck out of Battlestar galactica. When you master the controls you're given a game that's rewarding and frustrating in equal measure. The multi-ending campaign is a nice touch. Could have done more really...



€ Colony Wars: Vengeance

☆☆☆

...and indeed did with this great sequel. Complex missions, frantic action, an all-round winner.



€ Contra: Legacy Of War

☆☆

Horizontal scrolling shoot'em-up offering nostalgia at best and tits-all at worst.



€ Critical Depth

☆☆

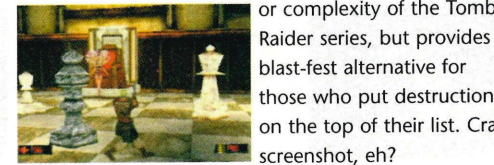
After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap



€ Duke Nukem Time To Kill

☆☆☆

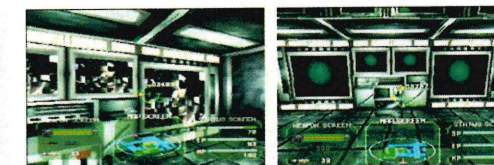
Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza. Doesn't have the depth or complexity of the Tomb Raider series, but provides a blast-fest alternative for those who put destruction on the top of their list. Crap screenshot, eh?



€ Epidemic

☆☆

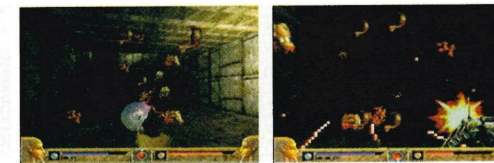
The first sequel to Kileak the blood. It doesn't offer anything new and quickly gets boring.



€ Exhumed

☆☆☆

Flawed Doom clone set in ancient Egypt which musters some of the gameplay elements of its hero.



€ Fade To Black

☆☆☆

A great 3D Arcade adventure shoot-em-up that makes you think with your brain, as well as your trigger finger. The third person perspective has been topped by the likes of Tomb Raider and Duke Nuke'em, but this one has a few in game surprises of it's own. Top.



Final Doom

The Doom games are classics and a landmark in gaming technology. This sequel is a goodie but a toughie, it's only fault is that it runs slightly slower than a basic PC version and can only be played two-player with a link-up cable. Worth getting 'till Quake2 debuts.



Firo & Klawd

Fancy taking control of a comedy cartoon cat and ape? Step right up. Rather eat Satan's trousers? Stay away.



Forsaken

Cool graphics, loads of action and a decent soundtrack. Not the easiest game to get into though.



Frenzy

Nothing to do with the violent Hitchcock movie, which is a real shame as this cartoony blaster is a complete pile of toss. The fair looking graphics completely fail to beef up this empty feeling game that can be completed by a retarded cow-pat. Not good. Not Good.



Future Cop: LAPD

To all intents and purposes a continuation of the Strike series (y'know, Urban, Soviet and all that), this took the slightly aged gameplay to a higher level with its impressively dark undertones and atmospheric graphics and sounds. Blimey, that was serious!



G.Darius

Classic arcade-style gameplay and stunning visuals make this highly playable but short-lived.



G-Police

Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys - close to top notch.



G-Police 2

Interesting missions and new vehicles fail to make this sequel anything more than a stand alone mission disk.



Galaxian 3

An interesting idea spawned long before the "let's do an old thing, but make it 3D" bandwagon began to roll. The beauty of Galaxian in the arcade though was its simplicity - Space Invaders with bits that fell off. This reworking was a brave idea which fell flat on its arse.



Ghost In The Shell

A comic book inspired game that never quite manages to achieve its aim. Another car boot sale bargain.



Hard Boiled

Based on the cult comic books of Frank Miller, drive a big tooled up Chevy "in the future". Hey, no thanks.



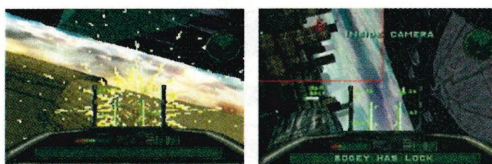
Hexen

Eagerly awaited magical-blaster-cum-gorefest which pleased the Doom crowd when released for the PC.



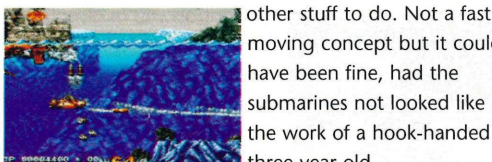
Independence Day

Style over substance in the movie. Crapness over everything else in the game. Utter dog's toss.



In The Hunt

Underwater submarine-based (well it'd have to be, wouldn't it?) shoot'em-up with enemies to fire at and other stuff to do. Not a fast moving concept but it could have been fine, had the submarines not looked like the work of a hook-handed three year old.



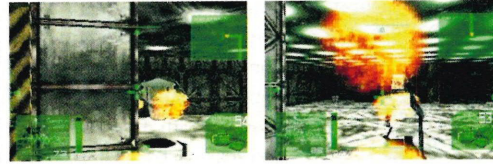
Judge Dredd

Okay shoot 'em-up from Gremlin which has the distinction of making the leap to arcade.



Kileak The Blood

Spawner of sequels and pretenders alike, it paved the way for some great titles but has passed its sell-by.



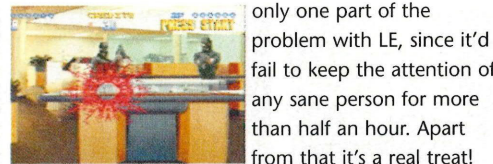
Krazy Ivan

Enormous robots shooting each other across the Russian steppes. It's not a bad old game for its age.



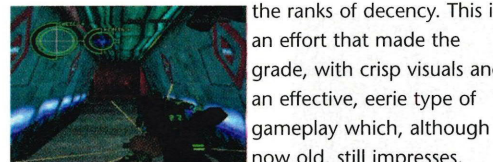
Lethal Enforcers

If filth could be transformed into a game then this is as downright stinky as you could go. Dire graphics are only one part of the problem with LE, since it'd fail to keep the attention of any sane person for more than half an hour. Apart from that it's a real treat!



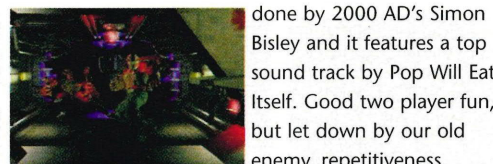
Lifeforce: Tenka

Games which set their stall out by being very dark have to work a lot harder than others to make it into the ranks of decency. This is an effort that made the grade, with crisp visuals and an effective, eerie type of gameplay which, although now old, still impresses.



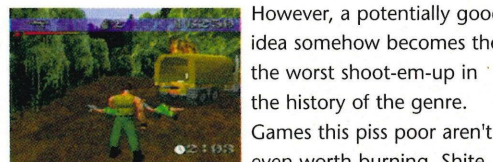
Loaded

A fast moving isometric shoot-em-up where you get to control gun totin' freaks. The graphics were done by 2000 AD's Simon Bisley and it features a top sound track by Pop Will Eat Itself. Good two player fun, but let down by our old enemy, repetitiveness.



Lone Soldier

That old arcade classic, Commando is given a 3D treatment. That sounds promising at least.

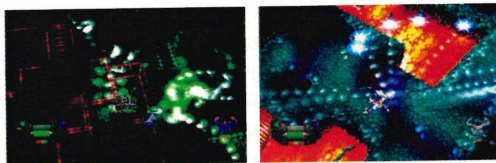


However, a potentially good idea somehow becomes the worst shoot-em-up in the history of the genre. Games this piss poor aren't even worth burning. Shite.

Machine Hunter

☆☆☆

3D effort which borrowed from the 2D Loaded, but fails to recapture the spirit. Worth a few quid.



Nuclear Strike

☆☆☆

This sequel to Soviet Strike improves slightly on the graphical front and has a few new touches.



Both this and Soviet are fantastic shoot-em-ups but this one just about wins out and makes a worthwhile addition to your collection.

PO'ed

☆☆☆

Your supposed to play a character that's Pissed Off and out to whoop some ass. It's graphically empty and not nearly challenging enough for anyone with even the smallest set of arcade skills. The only PO'ed people will be those who shelled out on this crud.



Maximum Force

☆☆☆

Following the success of the excellent Time Crisis came a wave of titles intent on cashing in. None came



poorer than this disgrace and if you see it in the dirt bucket at your local game retailing emporium, offer them a fiver just to see what we mean. Wank.

Omega Boost

☆☆☆

Fly a robot and shoot up the universe. A simple game thats stunning to look at and plays like a dream.



Point Blank 2

☆☆☆

A huge ammount of shooting game action that will keep you showing off your skills till the cows go moo!



MDK

☆☆☆

Murder, death, kill is the name of the game and that's exactly what you have to do. The graphics

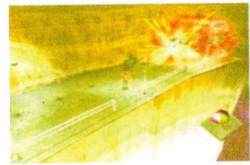


are excellent and the gameplay is novel. The game is only let down by the constant assault you're put under. Great if you can find it cheap.

One

☆☆☆

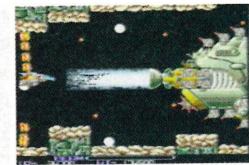
Yawn. Another case of great graphics let down by getting really boring, really quickly. The lucky thing is, with a title as "inspired" as this one, the possibility of sequels called One Two and One Two Three is almost too stupid for it to happen. Thank Allah for mercy.



R-Types

☆☆☆

Remember in the early 90s, when a reasonable proportion of misguided Mancunians took to wearing flares? Seemed like a good idea until the holiday snaps came out, and its the same story with R-Types. Leave the crap in the cupboard where it belongs.



Mechwarrior 2

☆☆☆

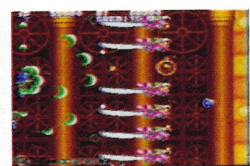
A more arcadey version of the PC classic that gives you the chance to stomp around in a lumbering 'Mech and blow the shit out of your enemies. It can get quite tough and is an acquired taste. A fun shoot-em-up that can be found at a knocked off price.



Parodius Deluxe

☆☆☆

Nothing to do with ancient Roman hamburgers and a lot to do with conversions of tired coin-op shooters.

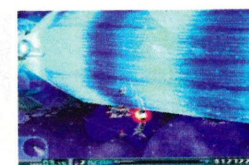


There was a time when this sort of game turned heads, but that era is over. This title is just a sad reminder of how we were all so easily pleased once

R-Type Delta

☆☆☆

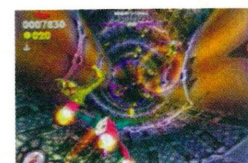
A shoot-em-up that's more old skool than a hanger full of Rubicks cubes. Blasting action taken into the 90s



N20

☆☆☆

Shame about this one because it has a lot going for it. Wildly coloured backdrops and lightspeed movement through the 3D levels to a reasonable if standard soundtrack, but there's never quite enough going on. Wasted potential. The Stan Collymore of games.



Philosoma

☆☆☆

Bright and fast with a lot of variety, which ironically leads to its downfall. Borrowing from just about any old effort you care to mention, Philosoma crams a lot onto the screen and mixes in some decent sound, but it's too much of a mish-mash.



Raiden Project

☆☆☆

Just as great graphics can't hide a crappy game, great playability can hide shoddy visuals. This type of all out shooter was all the rage a few years ago. This one has all the ideas that made the genre worthwhile. Take a look if you want to hark back to simpler times.



Nanotek Warrior

☆☆☆

A Psychedelic 3D blaster that does everything to the best of it's abilities but still fails to attain ultimate reamness. Another one of those games that's worth having if you can find it going cheap, or get given it by a relative for christmas. Not bad, not that good.



Novastorm

☆☆☆

This one harks back to the days of the original PlayStation demo disk and boy, does it show.



It plays like an "into the screen" 3D version of R-type, but with anything that would make it good removed. Times have moved on, so avoid at all costs.

Time Crisis

☆☆☆☆

A fine example of how a lightgun game should be produced. A must-have for all shooter fans.



🕹️ Rapid Reload ☆☆☆

Decent stab at an old style shooter which looks more and more dated with subsequent releases. The effects are good and the overall level layout makes for an entertaining "romp", but flat scenery and little innovation makes it dull too soon. Nae bad.



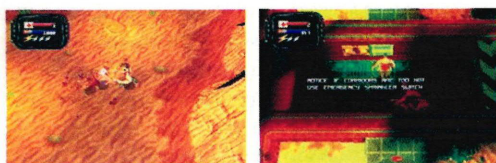
🕹️ Raystorm ☆☆☆

A fine but standard shoot'em-up. Doesn't warrant the 40 note price tag though.



🕹️ Reloaded ☆☆☆

The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable



🕹️ Revolution X ☆☆☆

An unusual shoot-em-up in an Operation Wolf Style. You have to shoot up the establishment with your



CD chucking machine gun and clear the way for Aerosmith to take over the world. God save us from corporate rock and squitty-arsed games like this.

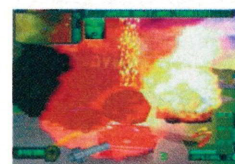
🕹️ Robotron X ☆☆☆

More arcade revamp-age and another example of why the dinosaurs became extinct. More cheddary than a horse's bell in a heatwave, the highlights are the lumino-scenery and... well let's just stick with highlight, shall we. Bottom of the food chain, this kind of thing.



🕹️ Rogue Trip ☆☆☆

Wish You Were Here meets Twisted Metal, except it's slightly unfair. We've all wanted to twat bejesus out of crappy holiday reps, but it's the reps who do the damage in this derivative affair. Good idea gone to waste. Rather like asking rep for advice.



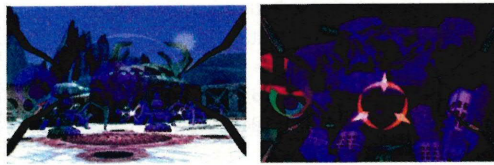
🕹️ Shadow Gunner ☆☆☆

Robot warriors. Killing each other and such stuff. As indeed they have done better many times before.



🕹️ Shadow Master ☆☆☆

Great-looking blaster with loads of intelligent action. Get you're brain in gear, this one's for you.



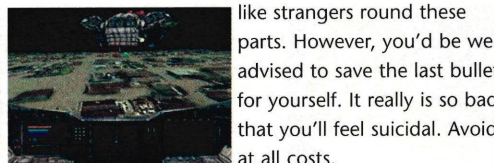
🕹️ Shellshock ☆☆☆

3D tank thang where combat strategy comes into play. Worthy but dark, and dull, dull, dull.



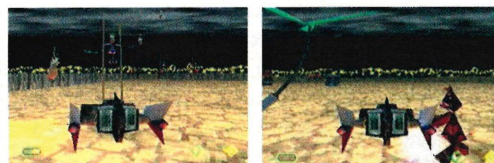
🕹️ Shockwave Assault ☆☆☆

Poor, misunderstood alien bastards attempt to invade the earth and it's your job to show 'em that we don't like strangers round these parts. However, you'd be well advised to save the last bullet for yourself. It really is so bad that you'll feel suicidal. Avoid, at all costs.



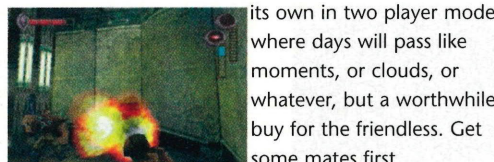
🕹️ Slamscape ☆☆☆

One of the poorest futuristic shooters ever created. Unless you know different, Marty McFly..



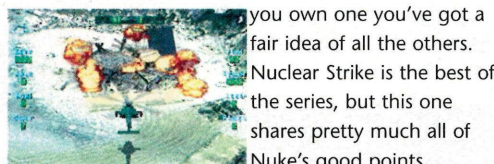
🕹️ Small Soldiers ☆☆☆

The game of the surprise hit film. Mini soldiers causing major mayhem in a well presented game. Comes into its own in two player mode where days will pass like moments, or clouds, or whatever, but a worthwhile buy for the friendless. Get some mates first



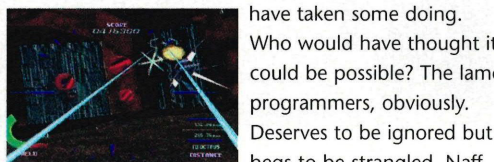
🕹️ Soviet Strike ☆☆☆

These Strike games all share the same excellent quality of gameplay as they do everything else. Once you own one you've got a fair idea of all the others. Nuclear Strike is the best of the series, but this one shares pretty much all of Nuke's good points.



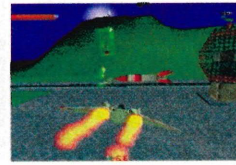
🕹️ Starblade Alpha ☆☆☆

The arcade version was terrible and this conversion, amazingly, manages to be even worse, which must have taken some doing. Who would have thought it could be possible? The lame programmers, obviously. Deserves to be ignored but begs to be strangled. Naff.



🕹️ Starfighter 3000 ☆☆☆

An early 3D effort with some fine but all too rare moments of action, particularly when viewed from the external angles. Speaking of which, its angular emptiness is the reason it becomes so boring so quickly. Worth a fiver for a quick blast.



🕹️ Steel Harbinger ☆☆☆

See that single star in the right hand corner? That means that a game is a bunch of vile gut juice and it's never been more accurate than with this painfully bad blaster. Waste your money on anything else than this and you will be a lot happier with the world.



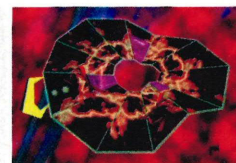
🕹️ Steel Reign ☆☆☆

Painful weather that. Almost as grim as the weather in Manchester. The game itself is even worse.



🕹️ Tempest X3 ☆☆☆

Three games in one, so let's do some maths. Now class, listen up. 3 x shite = triple shite.



🕹️ The Fifth Element ☆☆☆

Big news at the box office thanks in no small part to the unfulfilled promise of a spot of Mira minge. No such empty promises here, but a whole set of new ones encompassing everything from plot and graphics, to gameplay and ultimately, point. Utter nonsense.



🕹️ Tigershark ☆☆☆

Dull nautical non-event involving blasting all and sundry in the big, deep sea.



🕹️ Total Eclipse ☆☆☆

Marginally more entertaining than the Bonnie Tyler tune, but then so too is partaking in the naked 400m barbed wire hurdles. This screenshot gives the impression that the game looks okay. Don't be fooled, it looks like it plays, and it plays like Sunderland.



£ Tunnel B1

☆☆

Fast tunnel-based blaster that set the pace in the early days and now limps around at the back.



In its day it looked the business but things have moved on considerably since then. So it's 'bye-bye B1' and 'hello more interesting pastime'.

£ Twisted Metal

☆☆

The original PlayStation road rage game was a jerky disappointment, despite its cool 'kill 'em all' attitude.



Featuring psychotic ice cream vans and hellbent taxis, it's been surpassed by games all smoother and generally more alluring. So we move along now to...

£ Twisted Metal 2

☆☆

A superior sequel to the original which still features a bunch of cars that have been fitted with a stupid



amount of fire power. Enter an arena and kill everyone you see. Much better than the first one and worth a look for anyone who suffers serious road-rage.

£ Viewpoint

☆☆

It may sound like a cheap Bournemouth bed 'n' breakfast but is actually a visually attractive



shoot'em-up that is heavy on the old-school shooting side. It's a shame that tricky play lets down what is otherwise a fairly reasonable no-brainer.

£ Vigilante 8

☆☆

An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about.



£ Viper

☆☆

Good-looking shoot'em-up, but one that also offers nothing original in terms of gameplay.



£ X2

☆☆

You can't beat a game with a nice and unassuming name. X2 features some pumpin' techno soundtracks



and a difficulty level that will make you rip out your own hair, and that of anyone else to hand. Feeling tough then have a look. Wimps should stay clear.

£ Xvious 3D/G+

☆☆

As game names get more and more ridiculous the gameplay goes down and down. Trash. Avoid.

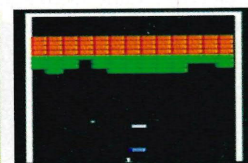
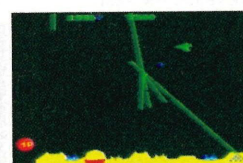


miscellaneous

£ Atari Arcade's Greatest Hits

☆☆

A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins.



£ Atari's Greatest Hits 2

☆☆

Another chance to remind yourself just how far games have advanced in such a short space of time.

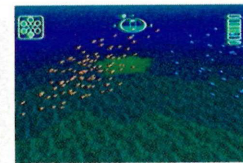


Nostalgia, but little else. Certainly very little enjoyment or long term pleasure to be gained. Slightly better games than volume one managed.

£ Aquanaut's Holiday

☆☆

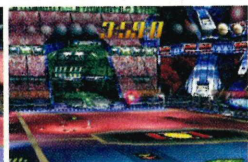
Games equal fun, that's how the equation is meant to work. This is the loosest use of the word "game" that you will ever have the mis-pleasure to "play." Aquanauts at work, now that would be something. A truly awful game that has no place anywhere.



£ Ball Blazer Champions

☆☆

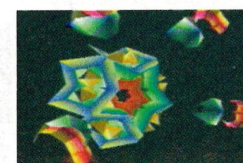
Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.



£ Baby Universe

☆☆

You know that sound to light flashing demo thing that you get with your PlayStation? Well now you can pay

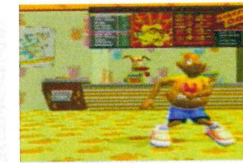


£20 for a slightly better one if you're mad. As something to leave on in the corner of a room during a party it might be okay, as anything else it's tres poor.

£ Bust A Groove

☆☆

Dance yourself to death with this cool Parappa clone. Classy game packed full of annoying music that you'll be humming for days. If anything though it's more fun to watch than play as you can appreciate the comedy of the characters more. Check it out.



£ Chessmaster 3D

☆☆

You can either play chess or you can't Those who can but can't find anyone else to play may find this one interesting. Anyone else would be better advised of getting a board and playing a real person. Remember them? They look like you! Well.. almost.



£ Courier Crisis

☆☆

Gameplay crisis would be a better title. A modern day Paperboy that goes badly wrong. Best avoided.



£ Bomberman World

☆☆

Multiplayer frag-fest that will keep you and your mates up all night long. But not much cop in single-player!



£ Dodgem Arena

☆☆

Straight out of the heart of Amsterdam's Red Light District comes this cross between WipEout and Ice



Hockey. Collect the puck and fire it into the moving goals. Bloody difficult, bloody frustrating and another of the brigade best played in two player mode.

£ Die Hard Trilogy platinum

☆☆

Thrills and spills from start to finish in this varied movie caper. Quality game well worth owning.



£ Extreme Pinball

☆☆

Oh no it isn't. You'd have more fun playing one of those crappy plastic poundstore pinball games than going anywhere near this bunch of rusty balls. For god's sake, if you want to play pinball then go to the pub and pay fifty pence. Pointless crap.



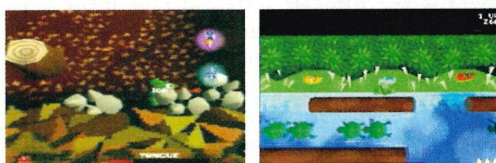
Fluid ☆☆☆

Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.



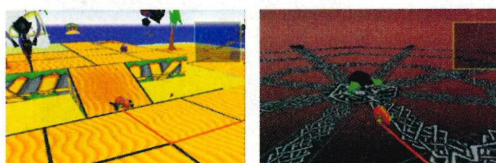
Frogger ☆☆☆

Dodge traffic with everybody's favourite slimy amphibian in this 3D remake of the classic.



Live Wire ☆☆☆

Another old game gets rehashed. Gameplay's repetitive but the handbag house soundtracks lifts it a bit.



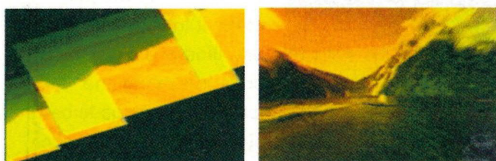
Mr Domino ☆☆☆

Oddball Jap puzzle game that will have your ripping your hair out. Addictive though.



Music ☆☆☆

Not a game but a music making tool. 1000s of samples to patch together and great fun too.



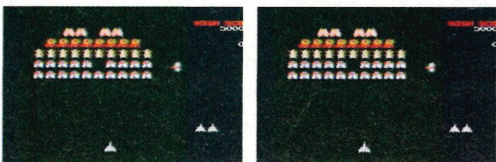
Namco Museum Vol 1 ☆☆☆

Old games that look crap. And play alright. For a while, but then get drab. Understand?



Namco Museum Vol 2 ☆☆☆

For Christ's sake! Stop dredging up the deceased. Let them rest in peace. Again, a better volume two.



Namco Museum Vol 3 ☆☆☆

The further into the back catalogue you go the fewer classic games there are it seems. Why do they still churn these out? People obviously have rose tinted glasses when it comes to shite like this but after five minutes they're consigned to the bin. Stop it.



Namco Museum Vol 4 ☆☆☆

Jesus frigging wept. How many more of these games are we going to have to endure? I mean, if people wanted to play tired old games, they'd make an effort and buy a Spectrum from the charity shop for a fiver. And that includes games. Waste of money?



Overboard ☆☆☆

Ride the high seas in this bold attempt at something a little different. It just doesn't quite reach the mark.



Pet In TV ☆☆☆

Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes.



Pitball ☆☆☆

Who ever said that the majority of futuristic sports games are poorly realised bum fluff? Well this one proves their point in so many ways. Do anything else than play this game. And that includes walking on broken glass in bare feet. File under shit and leave.



Parappa the Rapper ☆☆☆

The most original game on the playstation that will make your Granny believe that Rap music can be quite catchy. The gameplay is basic, but the reamness of the game shines through. You you can even pick it up for under twenty quid. An ansolute must have bargain.



Poy Poy ☆☆☆

Recently beaten by the imaginatively named Poy Poy 2 as being the top multi-tap game for beer fueled night in with "der boyz." Pick up rocks and chuck them at your opposition 'til only one survives. Fun, yet limited and only worth buying at a slashed price.



Poy Poy 2 ☆☆☆

You'll need a multi-tap to fully appreciate this quirky pain game, not for loners, but a multi-player miracle.



Pro Pinball: Big Race USA ☆☆☆

The latest unsurprisingly atrocious attempt at bringing the bar-room classic to the PlayStation. People need to learn that we want variety and that supplying us with just a single table simply isn't good enough. Apart from that it's standard fare anyway.



Pro Pinball: The Web ☆☆☆

Hey, one whole table for the price of 70 games of pinball in any pub in the country. Ever get that feeling that a games company has pushed a pipe into your bladder and is busy taking all the piss you have? Play this and you will know what I'm talking about.



Pro Pinball: Timeshock ☆☆☆

The whole Pro Pinball series has been slightly disappointing. This is the best of the three though.



Rampage World Tour ☆☆☆

An ancient arcade conversion based on the old B-Movies. Take control of a huge King Kong or Gorilla and smash down buildings and grab all the goodies before the others do. Frantic fun but it all gets a bit repetitive before too long. Be careful.



Rebel Assault 2 ☆☆☆

You can't usually go wrong with Star Wars but Rebel Assault 2 is a very poor game indeed.



Williams Arcade Hits ☆☆☆

They were arcade hits but now they're something that rhymes with it. This ridiculous excuse for a collection should be dealt a swift blow to the back of the head, dumped in a waste truck to be cremated and saved in an urn on the mantelpiece. Don't chuffin get it!



Rampage 2

☆☆

A new spin on an ancient coin-op. After a few minutes it becomes clear that it's sooooo repetitive. Despite a



few chuckles, it's the same old tired engine, offering absolutely nothing new. You've seen it all before, don't bother buying it again.

Riot

☆☆

Futuristic game in crap game shock horror. It's not a new story is it, and this game does nothing to



change the age old story. It has no redeeming features and an overall drabness that will make old-time gamers hark to the days of SpeedBall 2.

Rosco McQueen

☆☆

Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable extinguish 'em-up.



Spice World

☆☆

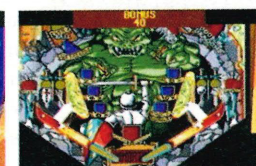
Fun for alco-pop boppers. Contains interviews, dances and song remixing. Limited appeal though. Obviously.



Tilt!

☆☆☆

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.



Trap Runner

☆☆

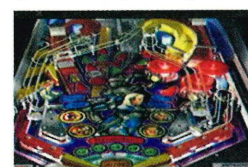
Top Idea! Run about, plant bombs – kill enemy. Unfortunatley, it gets very samey, very quickly.



True Pinball platinum

☆☆☆

You lot think that writing about games is a doss don't you. Well try talking about a shit load of equally bad pinball simulations and then see how it feels. It really is that tough! There is only one decent pinball game and that's Tilt. This one is just as bad as the rest.



Treasures Of The Deep

☆☆

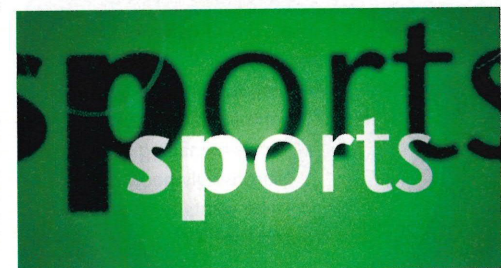
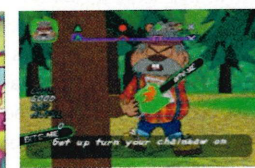
Eagerly anticipated underwater romp that never quite lived up to its undoubted aquatic potential.



Um Jammy Lammy

☆☆☆

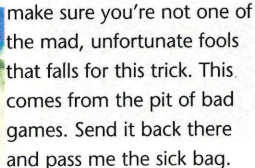
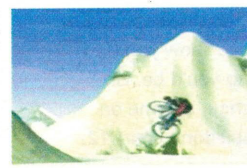
Parrapa the Rapper with a cute guitar weilding lamb taking the doggy dogs place. As fun as you can get.



2xtreme

☆☆

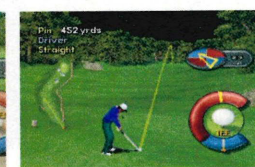
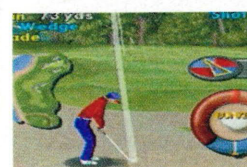
Rubbish name for a rubbish game. It's easy to cash in on the penchant for extreme sports at the moment, so make sure you're not one of the mad, unfortunate fools that falls for this trick. This comes from the pit of bad games. Send it back there and pass me the sick bag.



Actua Golf

☆☆☆

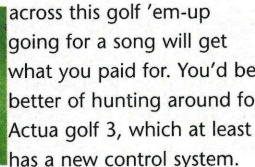
The original golf game had a few minor faults but still did the business, but it all looks very dated now.



Actua Golf 2

☆☆☆

There is nothing new here that would warrant an upgrade from the original. Those of you who come across this golf 'em-up going for a song will get what you paid for. You'd be better of hunting around for Actua golf 3, which at least has a new control system.



Actua Golf 3

☆☆☆

Gremlin's latest club-swing is far superior in both graphics and game options. The best of the three.



Actua Ice Hockey

☆☆

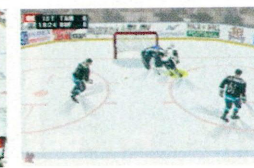
The Actua Sports series expands into the world of American sports. Not as good as the NHL series.



Actua Ice Hockey 2

☆☆☆

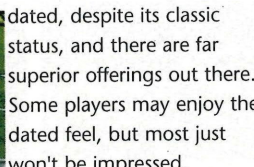
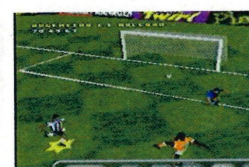
Not as slick as NHL '99 but worth getting if you can get it cheaper than EA's effort. OK for a puck around.



Actua Soccer platinum

☆☆

Twenty pounds may seem like a bargain, but be warned. This piece of football action is starting to look dated, despite its classic status, and there are far superior offerings out there. Some players may enjoy the dated feel, but most just won't be impressed.



Actua Soccer 2

☆☆

Looks extremely dated in comparison to what's below. Not really worth getting these days.



Actua Soccer 3

☆☆☆

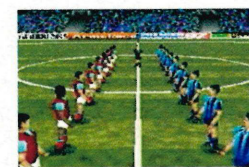
One of the best football games to appear on the PlayStation. Looks shit hot, plays like a dream.



Actua Soccer: Club Edition

☆☆

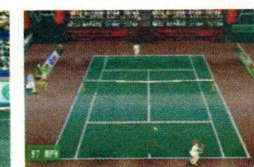
Shocking rip-off that everybody should ignore. Identical in most respects to the original. Very poor.



Actua Tennis

☆☆

Another addition to the Actua series further swells Gremlin's sporting library. Average game though.



Adidas Power Soccer

Another big licence that pumps too much money into getting a household name, and not enough investment in actual game design. If you've got your Adidas bag, boots and tooth floss, then good luck to you with this one, It's shite. So heed our honest opinion.

Adidas Power Soccer '97

Yet another pathetic footy offering from Psygnosis. Same boots, same game. Tsk.



Adidas Power Soccer '98

The Power Soccer brand goes from strength to strength with yet another crap soccer sim.



Adidas Power Soccer 2

An ever oh, so slight improvement on Adidas Power Soccer Bear in mind that the original was pretty bad to and that should give you some indication that this incarnation is well worth avoiding. Like the plague...or a herpes-ridden ex-girlfriend.

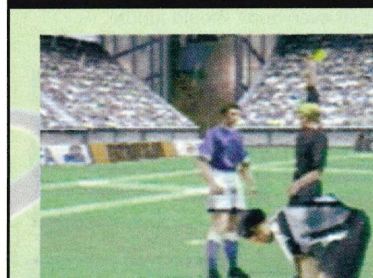


All Star Soccer

An average footy game that doesn't take itself too seriously. But it's hated by most people who play it.



FIFA 99



Quality football game, possibly the best there is. An essential purchase for all footy fans. Away the lads.



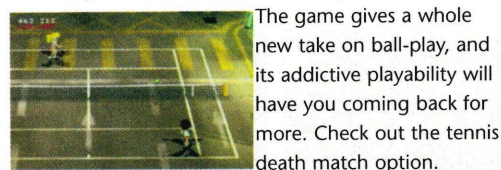
All Star Tennis

Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.



Anna Kournikova's S.C. Tennis

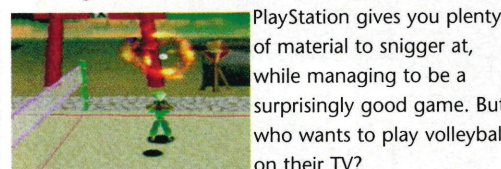
The best tennis game there is, with the bonus of featuring a hot Russian chick with a peachy arse.



The game gives a whole new take on ball-play, and its addictive playability will have you coming back for more. Check out the tennis death match option.

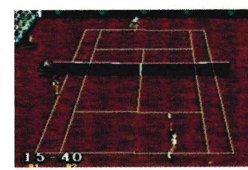
Beach Volley Heroes

What a great excuse to make lots of gags about bouncing breasts. The only Volley ball game on the PlayStation gives you plenty of material to snigger at, while managing to be a surprisingly good game. But who wants to play volleyball on their TV?



Break Point

You would think that creating a decent Tennis game would be a piece of piss, they've been around since the very first consoles after all. Well, no. Break point just goes to show you how wrong you'd be. Like watching a game on Wimbledon's court 12.



Brian Lara Cricket

Superb cricket game marred by a high quantity of bugs. Live with them though and you'll love it.



Chill

Bollocks snowboarding cash-in. Nice graphics but now where did the gameplay get to? Certainly not here.



Cool Boarders

Playable but ultra short snowboarding game. It's trendy to get rad but the game never really gets there.



Cool Boarders 2

Improvement on the original offering more tracks, stunts and more adrenalin fuelled gameplay.



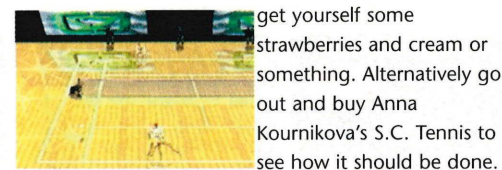
Cool Boarders 3

The best snowboarding game on the PlayStation, make no mistake. Be sure to own a copy of this game.



Davis Cup Tennis

A big licence tennis game that proves how wary you should be about big sponsorship games. Be patient and get yourself some strawberries and cream or something. Alternatively go out and buy Anna Kournikova's S.C. Tennis to see how it should be done.



Dead Ball Zone

Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the norm.



ESPN Extreme Sports

BMX racing amongst others in a truly poor sports game. The best thing to do is to pretend that this never existed. If this was a girl you'd finish with her for being dog ugly before your mates ever found out that you'd snogged her. And took the piss forever.



£ Everybody's Golf ★★★★★

Wonderfully playable golf game that ditches crappy photorealism for playability. We love it.



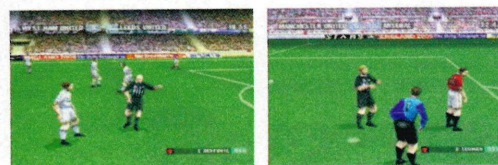
£ FA Manager ★★

Well, what do you know, it's a good example of how not to do a footy management game. Avoid.



£ FA Premier League Stars ★★

"Dear Miss Bea, I've just bought FA Premier Stars and it's shite - give me cheats!" Top of the charts? Why!



£ FIFA '96 platinum ★★

Those of you who brag about how good FIFA '99 is should look back at this earlier effort and see exactly things have come on. Obviously it's an expensive way of demonstrating how duff the '96 game is. But you get the point. It's crap. So be warned.



£ FIFA '97 ★★

Looking dated in comparison to RTWC. Average at just about everything. Avoid like the plague.



£ FIFA RTWC '98 ★★

Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world.



£ Goal Storm ★

This was one of the first football games that was available on the PlayStation. It was created by the Japanese and, wouldn't you know it, it shows. With so many impressive footy games out there, it is hard to say who this dribble wreck of a game would appeal to.



£ ISS Deluxe ★

A pretty bland footy affair which could have been better. But wasn't. So avoid it. Easy.



£ ISS Pro platinum ★★

Perhaps the most overrated football game ever. Check out the N64 version for how it should've been done.



£ ISS Pro '98 ★★

Vast improvement and perhaps the People's Choice. Still doesn't come close to the N64 though. Simplistic.



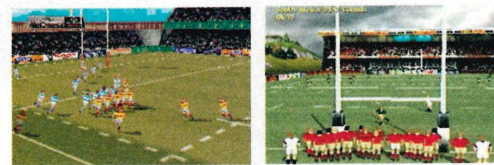
£ Int. Track & Field platinum ★★

The is still far and away one of the most playable and addictive games you can play. The controls are a doddle to work out (press a button really quickly) and it remains the best multi-tap endurance tester you can own. Almost as knacker as the real thing. Almost.



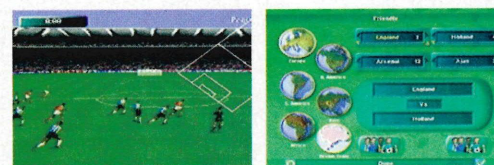
£ Jonah Lomu Rugby ★★

Superb recreation of a tricky sport to convert. The best rugby game on any format without doubt.



£ Kick Off '97 ★

Tries a little too hard to be something special but ends up being as dull as they come. Should be better.



£ Kick Off World ★

Playable enough but overtaken and overshadowed by so many other football titles.



£ Knockout Kings '99 ★★

Great atmosphere and great meaty sequences in this pugilistic treat. Gonna box you ears son.



£ Libero Grande ★★

You only control one player while the action happens around you. Not as bad as it sounds - quite playable.



£ LMA Football Manager ★★

The best football management game ever to grace the playstations hallowed, grey interior. Buy, Buy, BUY!



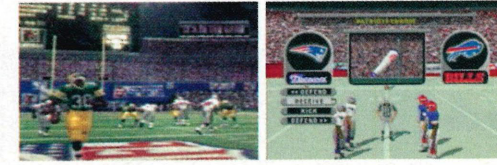
£ Madden NFL '97 ★★

All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.



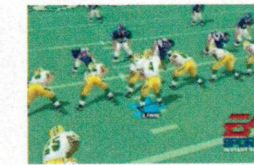
£ Madden NFL '98 ★★

Vastly improved graphics than the original. But the gameplay remains largely similar.



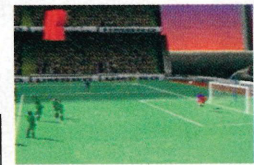
£ Madden '99 ★★

Largely similar graphics. Largely similar gameplay. Added extras and a neater front end, but in truth all but the most dyed-in-the-wool fans of the series would be just as well served by saving some money by picking up a prequel on the cheap.



£ Michael Owen's WLS '99 ★★

You'd think that a game that shared Michael Owen's mountain shattering charisma would be a lot worse than this one actually turns out to be. Thankfully, his monotonous introduction is the biggest low this top game has. A good footy effort you'll enjoy.



£ Nagano Winter Olympics ☆☆☆

What a shame. This eagerly awaited frost-em-up turned out to be a to be more of a lame sleet shower in Hull than a tourist crumpling avalanche in the Austrian Alps. There are much better winter sport games available - such a shame you have to be looking.



£ Namco European Soccer ☆

A truly awful rendition of the sport that every Tom, Dick and Harry tries to render on the PlayStation. Some clever people have managed it, Namco haven't. More of a Torquay United struggling against relegation than a treble winning Manchester United kind of game.



£ Namco Smash Court Tennis ☆☆☆☆

The most playable tennis game on the PSX and the most fun you can have with your clothes on. Probably.



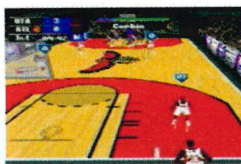
£ NBA Hangtime ☆☆☆

This one manages to do the job without any danger of producing an interesting game. It may interest those of you who like their American sports, which are of course just thinly disguised British schoolgirl's games. But only if it came free with a top game like Spice World.



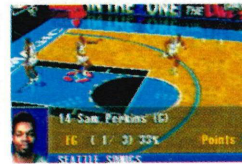
£ NBA Fastbreak '98 ☆☆☆

With so many bazzball games clamouring for our dough, it takes a doozer to score. This ain't it.



£ NBA In The Zone ☆☆☆

Tell you what - look at the star rating and skip to the next one, yeah? Hardly any of you will want a basketball game anyway but if you did, believe us, this is not the place to start your shopping. Look for the NBA Live series and you can't go far wrong.



Crash Team Racer

The **BIG** Picture



🏅 Olympic Games ☆

Finger numbing Track and Field style games like this have always been popular. This poor example doesn't



really help the cause though. Not worth spraining your forefinger for and doubtless they'll be a Sydney version in the near future to pay for.

🏅 Olympic Soccer ☆☆☆

One of the early attempts with a rather silly license. Back in it's day it played like a dream, but now it's



getting a little old in the tooth. Still plays a good game of footy although the programmers have progressed to the likes of World League Soccer.

🏅 Onside Soccer ☆☆☆

This wasn't the best football game when it came out all that time ago, which shows just how bad the



competition must have been. It's now been totally eclipsed by the latest FIFA and Actua games. Don't bother because you'll be wasting your time.

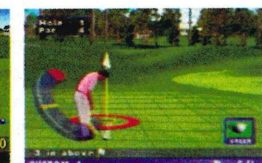
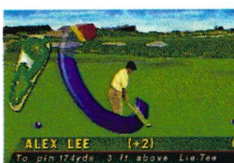
🏅 Open Ice ☆

Comparatively poor attempt at capturing the speed and brutality of the sport.



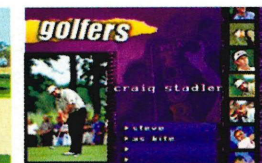
🏅 PGA Tour '96 ☆☆☆

Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.



🏅 PGA Tour '97 platinum ☆☆☆

All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.



🏅 PGA Tour Golf '98 ☆☆☆

An update for the sake of it, but one which managed to go a little further in terms of graphics and – for



want of a better word – “atmosphere” of the game. Not worth paying double what you'd pay for '96 or '97 though. See also Tiger Woods, the '99 sequel.

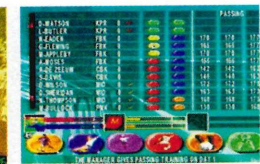
🏅 Phat Air Snowboarding ☆

Bandwagon-jumper with a few nice touches which fail to increase longevity beyond minutes.



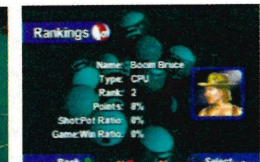
🏅 Player Manager ☆

The Mark Lawrenson of footy management games. Er, he was a shit manager, in case you're wondering.



🏅 Pool Shark ☆☆☆

Novel game if only because the rarity of its subject matter. Far from bad, but fairly workmanlike.



🏅 Power Move Pro Wrestling ☆☆☆

A slightly above average wrestling fest with a few neat touches. No-one's first choice.



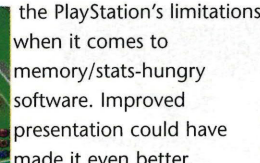
🏅 Premier Manager '98 ☆☆☆

Plenty of stats but not much excitement in this just-above par management game.



🏅 Premier Manager '99 ☆☆☆

Unnecessary sequel to the above which does well to provide a complex and involving experience given the PlayStation's limitations when it comes to memory/stats-hungry software. Improved presentation could have made it even better.



🏅 Puma Street Soccer ☆

From the chaps who make pumps. Four-a-side “action” for rich kids with no mates. Pretty awful.



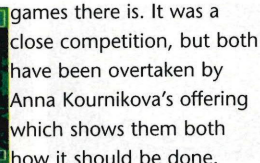
🏅 Rushdown ☆

Three extreme sports in one great package, a marketing man might have said. He'd have lied...



🏅 Sampras Ext. Tennis ☆☆☆

That'll be Tennis with hand grenades then. A brave attempt to stop Smash Tennis being the best tennis



games there is. It was a close competition, but both have been overtaken by Anna Kournikova's offering which shows them both how it should be done.

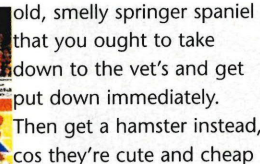
🏅 Sensible Soccer ☆

Don't be fooled by the fact it looks shite. It plays even worse. The crappiest football game available, really.



🏅 Slam 'n' Jam '96 ☆☆☆

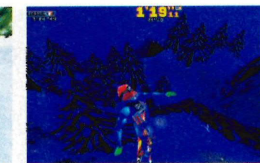
Look at the age of the poor thing. It tries so, so hard to be acceptable but fails pathetically. A bit like an really



old, smelly springer spaniel that you ought to take down to the vet's and get put down immediately. Then get a hamster instead, cos they're cute and cheap

🏅 Snow Racer '98 ☆☆☆

The fastest mountain racer on the PlayStation and a worthy addition for phat boys all over.



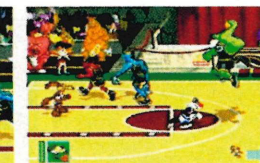
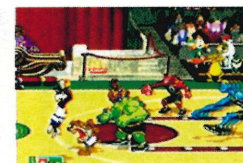
🏅 Soccer '97 ☆☆☆

Updated version of Olympic Soccer with league teams. Looks good and plays well.



🏅 Space Jam ☆

Basketball-cartoon combo with a movie tie-in. Go on, try and have a worse idea, we challenge you.



shouts

Selling your granny or just bragging about high scores, send in your rantings and we'll print 'em.

Pen pals wanted aged 14-16. Must like Driver and Syphon Filter type games. Must also like football. All letters answered Boys or Girls especially boys. Write to Louise Nicklin. Flat 12/141, Aldridge Road, Perry Barr, Birmingham, West Midlands, B42 2ET - Must include Photo.

Pen Pals aged 12-17 required, Girls only. I am male aged 16. Please send photo (not essential) I like P.S.X, Music. Guaranteed reply. If nice (honest) person I will lend games and CDs. On T.V I like "Friends" "The Simpsons" and "Top

of the pops" Please write to: Dan Gaffney 38 Plamer Avenue, Aylesbury, Bucks, HP19 3RF

Pen Pals wanted aged 14-16, girls only must like PlayStation and games, soccer send letters and photo to Mark Beech, 5 Willmans walk, Hadfield, Glossop, Derbyshire SK13 1BF. I will reply to everyone I get sent.

Girlfriend wanted, must live around Coventry. Write to me at - Andrew Caldwell, 36 Claverdon Road, Mount Nod, Coventry, CV5 7HP.

Buying a flat - everything must go for £5 each. Metal Gear Solid, FIFA 99, Resident Evil 2, Tomb Raider 2, Tomb Raider 3, Gran Turismo, Ridge Racer 4, Rage Racer, X-Files. Bargain of the year! Call Keith after 6pm on 0181 340 7739. Quick - they'll go in no time!

Wanted - Warzone 2100. Will pay up to £12. Also wanted Dark Omen. Will pay £10 :- doesn't need good case but must work. For sale world cup '98 FIFA '98, Overboard £10 each. Anyone with old WWF games contact me. Alex Ratty with Alastair Taylor. Hi Paul, Alastair and Jaime. Robin Beattie, Maranatha house, 16 Waughton Place, Johnshaven by Montrose, DD10 OHH

I will give Die Hard Trilogy for Broken Sword 1 or 2. I will also swap some walk-through (includes FFVII, GT, TR, TR2, TR3, G-Police, Cool Boarders 2) for Broken Sword 1 or 2
Ben "Jamin" Hall
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Send all your penpal photo's in and the best will be printed

Send to: Shouts, PlayStation Pro, Paragon Publishing Ltd, Paragon House, St Peters Road, Bournemouth, Dorset BH1 2JS

One word per box only

Name:

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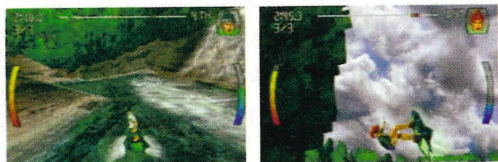
How often do you buy PlayStation Pro? (every issue, most issues, occasionally).....

Are you old? How old, exactly?

How many games do you own? How many imports?

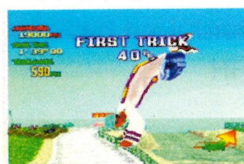
€ Streak ☆☆☆

Snowboarding without the snow on a board Michael J. Fox would have been jealous of. Fun but limited.



€ Street Skater ☆☆☆

Surprisingly rad boarding game which calls for your funk with all manner of street furniture. No substitute for Cool Boarders 3, and it looks worse than Chris Evans in drag, but the easy to grip gameplay is near perfect for some post piss-up entertainment



€ Striker '96 ☆☆☆

Look at the age of this for Christ's sake. It may have been one of the first Football games to impress, but will only be of interest to compulsive bargain shoppers and retro gamers. The Andy Gray commentary is grating now too. Turn down the volume.



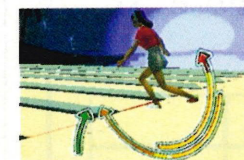
€ Tennis Arena ☆☆☆

Realistic movement and all-round unpolished competence. An acquired taste and a second choice.



€ Ten Pin Alley ☆☆☆

The fun with bowling of this variety is the amount of beer you can consume between shots. Which kind of has an effect on the rest of the evening. But, like a Stephen King horror story, this makes the transition to screen very badly. Not a bad arse on her though.



€ Three Lions ☆☆☆

Talk about football coming home. This average effort should have stayed there.



€ Tiger Woods '99 ☆☆☆

Or PGA Tour '99 if you like. Not totally rank, but look under P for a better, reasonably priced alternative.



€ Total NBA '96 ☆☆☆

A fair bit of hangtime is available here. It's getting to the end of its life though and there are now better basketball games out there. Another case of "worth a bargain buy" really. Not worth any real money. In fact, you'd probably get it for around 50 seashells.



€ Total NBA '97 ☆☆☆

What? WHAT? Go away. Read the next one. It's identical. Honest!



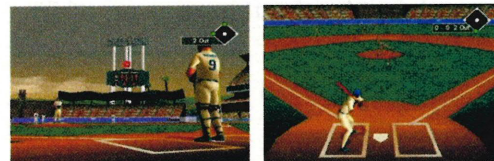
€ Total NBA '98 ☆☆☆

The second in the series improved on the first in terms of gameplay but not graphics, and this improves the graphics while the gameplay remains largely the same. The best of the "Total" bunch. It sounds good too, and is in fact well worth checking out.



€ Triple Play 2000 ☆☆☆

Top Baseball action that will please fans and American toss game haters alike. Hey! Swing bada-bada SWING!



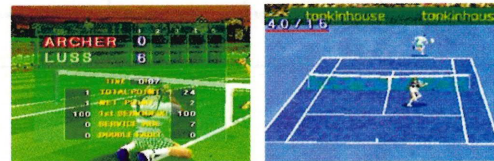
€ UEFA Champions League ☆☆☆

A fine footy fiesta focussing on the world's top club competition, including every classic team ever involved



€ V Tennis ☆☆☆

Sub-standard arse-icle. A 40 nicker space filler in your CD rack. What's he doing down there, the freak?



€ Victory Boxing ☆☆☆

Build up your boxers face pummeling skills then let him loose in the ring. You can't fight any real life virtual fighters (does that make sense?) and it has been bettered by it's sequel. There are better pugilistic games in the stores so get them instead.



€ Victory Boxing 2 ☆☆☆

More involved than the first. Take your fighter through the ranks. Mostly the same game though.



€ Virtual Golf ☆☆☆

This just goes to show you how badly old simulations age. There are fresher, faster and generally much groovier reproductions of the sport. If you want to spoil a decent walk in the country with a game of golf this is not the way. Don't say we didn't warn you.



€ Virtual Pool ☆☆☆

The risk of a battering off Nobby the Nails down the pub is worth taking if you're in with a chance of getting on the table. Ultimately, it's cheaper than the battering your wallet'll take and at least you'll get an enjoyable game. Tell him no face hits though.



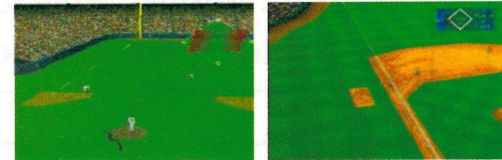
€ VMX Racing ☆☆☆

Like BMX, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.



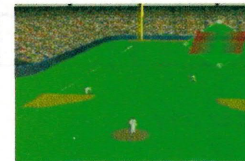
€ VR Baseball ☆☆☆

Stunning graphics and a welter of options, but the PSX teams are so shit hot you'll never want to...



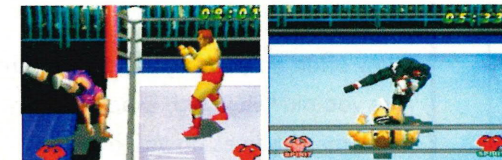
€ VR Baseball '99 ☆☆☆

No one wants to pitch do they? You can't beat the feel of a three foot piece of wood in your hands.



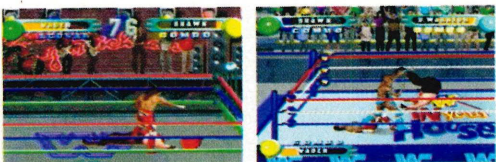
€ WCW vs the World ☆☆☆

The truth is that these games are so much alike. This is a better example of the genre though.



WWF In Your House

Where as this is an atrocious one. And where's Big Daddy? What do you mean he's dead?



WWF Wrestlemania

Good enough fun if you enjoy taking the piss out of this so-called "sport." There are plenty of moves which are let down by some fiddly controls. Not the best of the many wrestling games around. But lets face it, there all a bit shit really, aren't they?



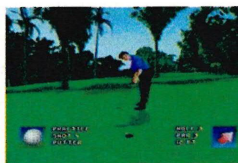
World Cup '98

The licensed follow-up to Road to World Cup. And game which is very well done indeed without giving too many new features. A different style from the recognised brands such as FIFA and Actua, and worth a look for those whose own a couple of the above.



World Cup Golf

The ever popular golf simulation genre should hang it's head in shame. World Cup Golf is it's darkest hour. In fact, they should all get together and club this bollocks to death with some nine irons. Now that would be an interesting game to play. This isn't.



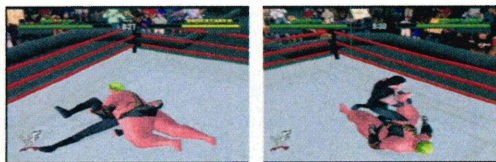
World League Soccer

This is what they called it before Mikey Owen came on board. See M for details and make your choice!



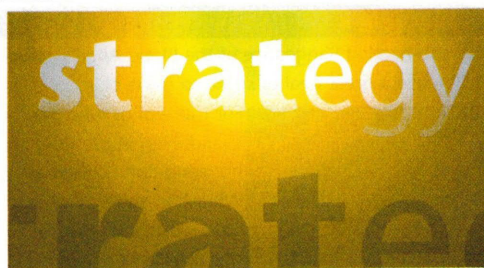
WWF Attitude

Hilariously camp wrestling game that amuses the skeptic while keeping true believers happy for hours.



WWF Warzone

Well officer it was like this. There I was, doing my best to present the acceptable face of the undeniably professional sport from which I earn a living, when this trunky bastard twatted me with a folding chair! Good game this - one of the best wrestlers around.



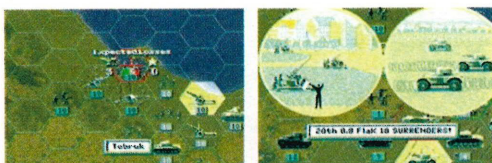
AIV Evolution Global

At last, the chance to build a train set on your PSX. Start as a small operator and gradually build yourself up to Richard Branson proportions. It's all done in a Sim City style that will have strategists and trainspotters soiling their Y-fronts for weeks. Nice.



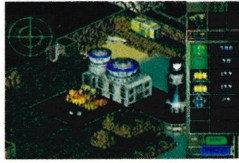
Allied General

Hexagon based wargame with leanings towards strategy classics like Risk. Bit of a blandster though.



Bedlam

Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too. Let that be a warning for you. Over simplistic, garish looking and ultimately not worth the money you'll end up paying for it.



Carnage Heart

People seem to think fighting robots are a good idea. Just look at Robot Wars, that's equally as poor as this.



C&C platinum

One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.



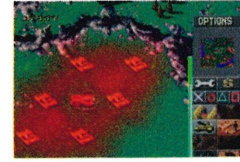
C&C: Red Alert

The second installment of C&C is a huge improvement with more action and strategy than ever before



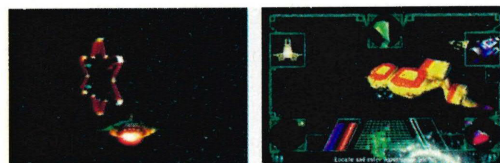
C&C Retaliation

Despite this being the best C&C incarnation to date, the originality has disappeared. It's extremely difficult to play and you will need to be a hardened Command & Conquer already to prevent you getting mightily hacked off with the thing.



Darklight Conflict

Below average spacey strategy game that you'll probably have difficulty getting hold of anymore.



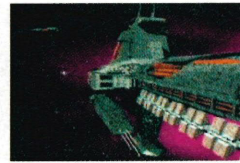
Dark Omen

If you like going into Games Workshop then this is definitely for you. Orcs galore here.



Defcon 5

This one's all about being strategic in three whole dimensions. Wow. There is nothing here that will persuade arcade fans that deep thought is the way to go. There's even less to make hard core thinkers load it up to make their brains glow. Boring



Grand Theft Auto

It had the conservative press up in arms, which by itself has got to make it worth a look. You drive, steal cars, do jobs for the mafia, kill innocent bystanders by accident, or for kicks, and generally do all the bad stuff that goes with being an original wide boy.



KKND Krossfire

Despite the obvious C&C look this isn't really too much of strategy affair. It's more of a ballsy future fight for survival, with the winner getting to bugged mutant mongrel marines carrying very large sticks indeed. Promising enough, but could have been better.



Lemmings

One of the classic puzzle games that cost a generation many, many hours of worthwhile activity. Saving the green-haired rodents became an obsession and now you can play it all again. Plus Oh no! More Lemmings is chucked in for free as well. Bargain!



€ Magic Carpet ☆☆☆

The chance to play the PC hit that featured so heavily in Neighbours. What a treat. Fly a carpet around



mystical kingdoms in this very strange blend of action and strategy. A fair game that seems a bit on the ancient side itself. Curly toed slippers are optional.

€ Monopoly ☆☆☆

All the fun of hunting round the attic for a battered old box, only to find that a few pieces are missing



including the little scotty dog that everyone wants to use. Well there's no cute pooch but everything else is faithfully reproduced. Pointless. And very shit.

€ Panzer General ☆☆☆

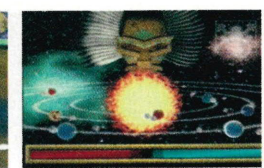
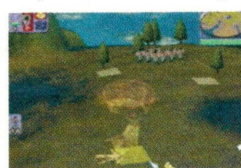
Take control of Ernst Rommel as he attempts to blitzkrieg his way across western europe. The screams



of pain and smell of burning flesh are removed giving you a view of the "battle" from a nice, clean map. Crappy graphics and a boring game. Avoid.

€ Populous: The Beginning ☆☆☆

Another great PC game wends its way onto the PlayStation and rather good it is too. Recommended.



€ Return Fire ☆☆☆

These strategy games that pride themselves on heavy detail rather than sexy graphics are only shooting themselves in the foot.



What's the point of recreating it on the PSX if it isn't going to have any visual qualities whatsoever? Best left to the blind.

€ Risk ☆☆☆

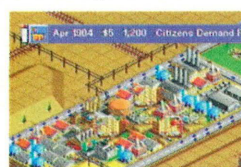
Another pointless conversion of a boardgame. Half the fun of these games is sitting around a piece of card



and arguing over plastic soldiers. Why bother putting in on your telly? Maybe you need the floor space, or maybe you are just very silly. Get a life, and leave this alone.

€ Sim City 2000 ☆☆☆

Planning and building a city can be fun. No really, it can. Designate zones for commercial or industrial



growth and watch your city grow. There's more to it than that and you will either get highly addicted or never play it again. But definitely worth a look.

€ Space Hulk ☆☆☆

It's sub-headed Vengeance of the Blood Angels, which will make a great deal of scene to some of you.



For those of us who don't spend every spare hour hovering around Games Workshop stores, there is little to recommend about this man vs. alien thinker.

€ Syndicate Wars ☆☆☆

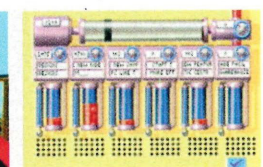
Guide you team of blood thirsty androids around a big, dark and rainy city. It's got some kick ass



weaponry and some cool missions, all done in a Bladerunner style setting. It's beginning to look a bit old hat now, but is still a classic strategy title

€ Theme Park ☆☆☆

Alton Towers 'em-up. Watch out for people chucking up all over the show and make sure you clean it up!



€ Theme Hospital ☆☆☆

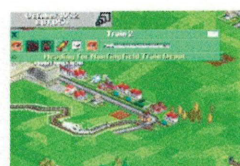
If your one of those people who chortles at the sound of a fart, then this NHS'em-up will be the one for you.



It's all about making money by treating as many puking patients as possible. make a mistake and vomit will flood the corridors. Quirky health care fun.

€ Transport Tycoon ☆☆☆

Absorbing light rail network 'em-up that will have you hooked, especially if you've got spotter tendencies



€ Warcraft 2 ☆☆☆

Easily playable Command and Conquer-alike that offers more hours play than a bucket of Viagra.



€ Wargames ☆☆☆

Fairly standard effort that offers little longevity in one-player mode thanks to a bland interface and unremarkable graphics. Redeems itself in two-player though where the blast-fests are a good crack for short periods of time when pissed with your mates.



€ Warhammer ☆☆☆

But then so is crapping in someone's letterbox. Oh sorry, we're onto something else now. Er, very nice.



€ Warzone 2100 ☆☆☆

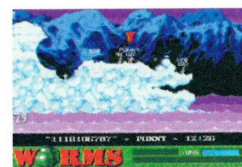
The best looking and most detailed Real Time Strategy game there is. Accept no substitute, this is the best.



This top quality, hi-res 3-D carnage is as far away from C&C as Richard and Judy is from hardcore Dutch porn. It's tough, it's addictive, it's brutal. Charge!

€ Worms platinum ☆☆☆

Pit worm against worm in this unusual game of pink and wrinkly combat. It's the best multi-player game



available and does not even need a Multi-tap. The graphics are terrible, but this just goes to show you that quality playability will always shine through.

€ X-Com: Enemy Unknown ☆☆☆

Take on the alien menace in this turn based bug hunt. First you get to shoot down their ships, then hunt the



crash site for the little critters. Nick their technology and dissect their bodies to build bigger and better weapons. Atmospheric and even scary.

€ X-Com: Terror From The Deep ☆☆☆

The sequel to the excellent UFO. This time the invaders are hiding in the oceans. Somebody call StingRay!



The difficulty has been cranked up to "no-way" and owning a mouse would really make things a lot easier. Want to swim? get this. Want to stay dry? Get UFO.

€ Xenocracy ☆☆☆

This is basically a poor man's Colony Wars with really ropery graphics, sound and gameplay.



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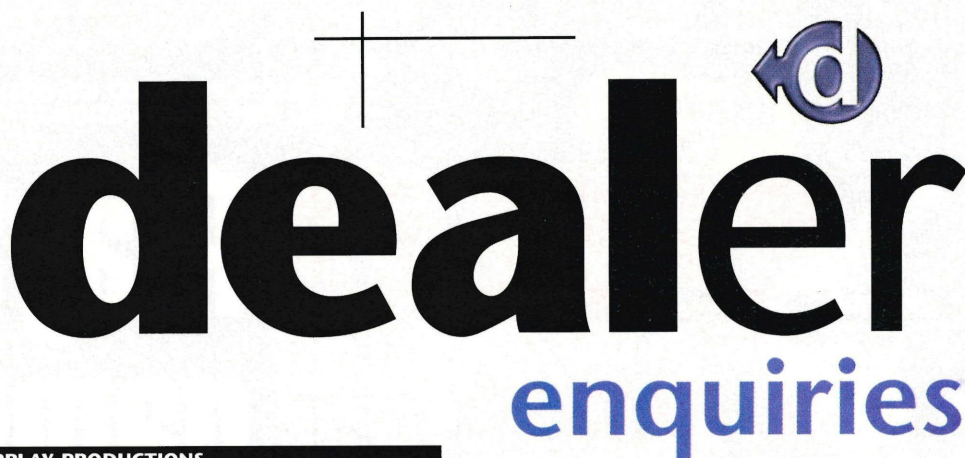
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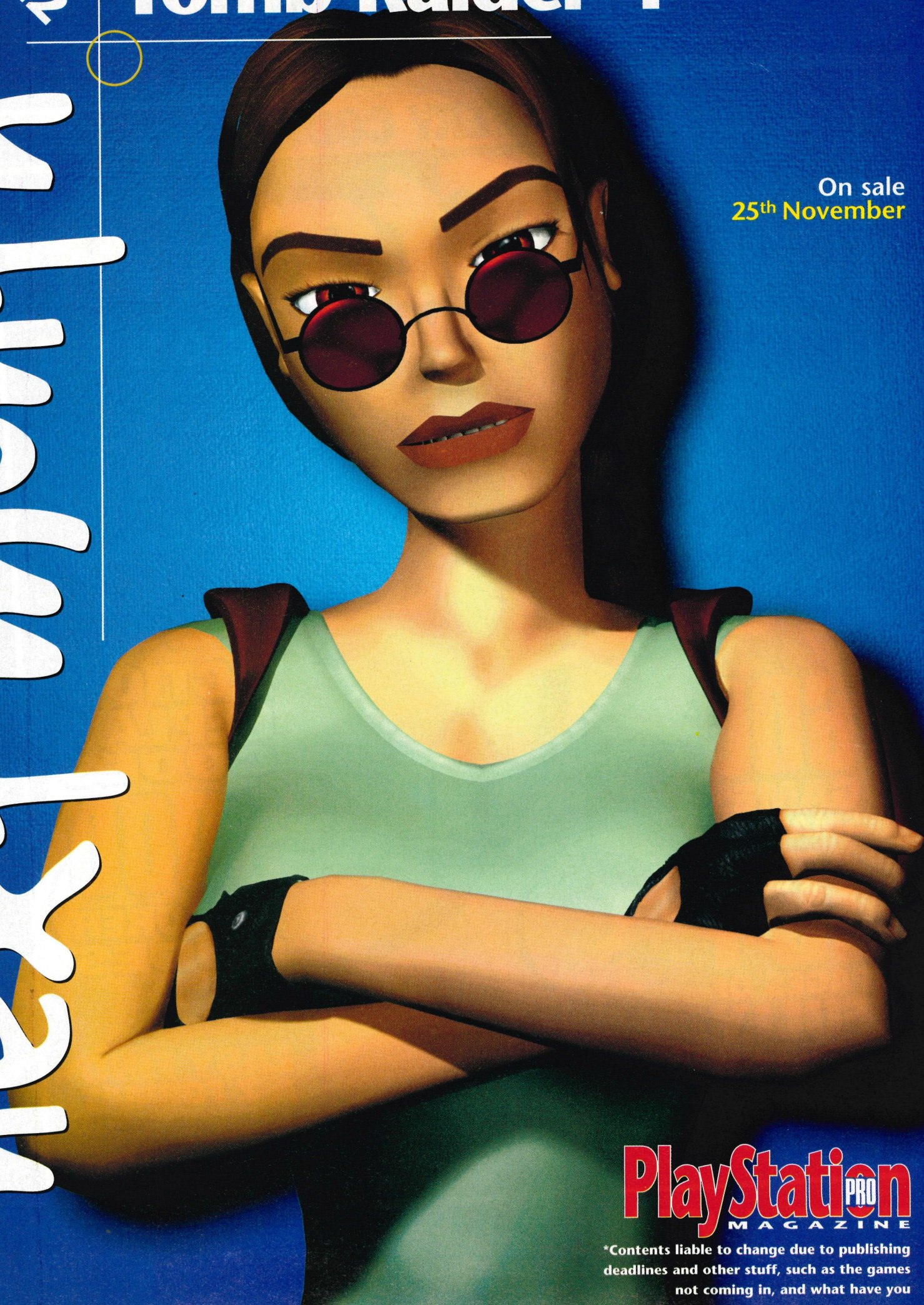
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Issue
42

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MAGAZINE

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readerSurvey

PlayStation PRO MAGAZINE



Dear Reader

It's that time again that we need to ask you for a bit of help. We know how you're obviously keen for us to be the best PlayStation magazine around and the only way to find out whether we're getting it right is by asking you what you want. Because we'd never ask you for something for nothing we're doling out thousands of quids worth of free gear to the lucky readers who are pulled out of the hat on 30th September 1999. So do us a favour and spare 5 minutes to tell us what you think.

Thanks for your support.

Paul McNally
Editor

Win over
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All you have to do is read the latest issue of PlayStation Pro, take a few minutes to answer the questions in our reader survey and you could be walking away with over £2,000 worth of prizes.

The first four people out of the hat will win either a snowboard or a pair of skis. And 20 lucky runners-up will receive a year's subscription to PlayStation Pro and a fabulous game throne to read it on!



1. Are you ☐ Male ☐ Female

2. Date of Birth.....

3. Are you

- ☐ Working full time
- ☐ Working part time
- ☐ At college/ university full time
- ☐ At college/ university part time
- ☐ At school
- ☐ Should be at school
- ☐ Training course/apprentice
- ☐ Unemployed
- ☐ Retired

4. You live

- ☐ In own house/flat
- ☐ In rented accommodation
- ☐ In hall of residence
- ☐ With parents/guardian

5. If you are at school how much pocket money do you get a week? (including money you might earn)

- ☐ Under £2.50
- ☐ £2.50 to £5.00
- ☐ £5.01 to £7.50
- ☐ £7.51 to £10
- ☐ £10.01 to £12.50
- ☐ £12.51 to £15
- ☐ £15.01 to £17.50
- ☐ £17.51 to £20
- ☐ More than £20

6. If you are at work how much do you earn?

- ☐ Under £5,000
- ☐ £5,001 to £7,000
- ☐ £7,001 to £10,000
- ☐ £10,001 to £15,000
- ☐ £15,001 to £20,000
- ☐ More than £20,000

7. What kind of games player are you?

- ☐ Fanatical! I always finish a game
- ☐ Well into it
- ☐ Dabbler, pick it up every now and then

8. How many times a month do you go into a newsagent and look at PlayStation magazines?

- ☐ once
- ☐ 4 times
- ☐ twice
- ☐ 5 times

- ☐ 3 times ☐ 5 times
☐ 6 times ☐ 7 times
☐ 8 times ☐ More than 8 times

9. How long per week do you spend on your PlayStation?

	With friends	Alone	Total
0 - 2 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3 - 5 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6 - 9 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10 - 14 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15 - 20 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20 hrs+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

10. How long have you owned your PlayStation?

- ☐ Less than 3 months ☐ 4 - 6 months
☐ 7 - 12 months ☐ 13 - 18 months
☐ 18 - 24 months ☐ 2 - 3 years
☐ 3 - 4 years ☐ More than 4 years
☐ Don't have one

11. What are your other interest (tick three only)?

- ☐ Music ☐ Football
☐ Rugby ☐ Cricket
☐ Health & Fitness ☐ Swimming
☐ Cinema ☐ Clubbing
☐ Booze ☐ Sex
☐ Women ☐ Labelled clothes
☐ Cars ☐ Travelling
☐ Sci-Fi ☐ Watching sport
☐ TV ☐ Reading
 Other.....

12. What will do you do with this copy of PlayStation Pro when you have read it?

- ☐ Keep it for reference
☐ Give it to a friend
☐ Bin it/ use it for cat litter

13. How many people read your copy of Pro?

- ☐ Just me
☐ 1 other person
☐ 2 other people
☐ 3 other people
☐ 4 other people
☐ 5 or more other people

14. Who do you pass your copy of Pro onto?

- ☐ Family ☐ Friend
☐ No one

15. What writing style do you like most?

- ☐ Informative ☐ Funny
☐ Childish ☐ In-depth
☐ Condensing ☐ Serious
☐ Shallow ☐ Patronising
☐ Formal ☐ Sarcastic
☐ Opinionated ☐ Sexy
☐ Adult ☐ Too Sexy!
☐ Entertaining ☐ Sexist
☐ Waffling ☐ Boring

16. What is your favourite type of game (tick just one)?

- ☐ Shoot'em ups ☐ Beat'em up
☐ Adventure ☐ RPG
☐ Football ☐ Other sports
☐ Driving ☐ Puzzle
☐ Strategy ☐ Flight Sims
☐ Platforms ☐ Retro

17. Which of the following freebies do you prefer on your PlayStation magazine?

- ☐ Cheat books ☐ Music CD
☐ Poster ☐ Review books
☐ Stickers ☐ Postcards
☐ Key rings ☐ Scratchcards
☐ Video ☐ Fold out maps
 Other.....

18. Which of these if any would you pay an extra £1 for?

- ☐ Extra thick book ☐ Video
☐ Music CD ☐ Memory card
☐ Games/Memorycard holder
 Other.....

19. How often do you buy PlayStation Pro?

- ☐ Subscriber
☐ Every issue
☐ Most issues (4-5 out of 6)
☐ Occasionally (2-3 out of 6)
☐ Rarely (1 out of 6)
☐ Only ever bought this one

20. What age group do you think PlayStation Pro is written for?

- ☐ Under 12s ☐ 13 - 15
☐ 16 - 18 ☐ 19 - 25
☐ 25 - 30 ☐ Over 30s

21. Would you be interested in subscribing to Pro? ☐ Yes ☐ No

If No, why not?.....

22. Which of the following magazines do you buy?

	Subscribe	Every issue	Most issues	Rarely
Official PlayStation Mag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PlayStation Power	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PlayStation Plus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Total PlayStation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Play	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Max	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Planet PlayStation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PlayStation Zone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PowerStation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Extreme PlayStation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Station	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PlayStation Solutions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Edge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Games Master	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
C & VC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FHM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Loaded	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Maxim	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mens Health	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Match of the Day	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Beano	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Smash Hits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sky Magazine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other (please state).....				

23. What would persuade you to buy a PlayStation magazine you do not normally buy (tick as many as applicable)?

- ☐ Sexy girl on the cover
☐ Lower price
☐ Tips/Cheats book
☐ Gaming image on the cover
☐ Free posters/stickers
☐ The features and games on the cover
☐ Number of pages
☐ Something that catches your eye when flicking
☐ Free tips phone line

Something else?.....

24. What attracted you to this particular issue of PlayStation Pro (tick as many as applicable)?

- ☐ The price
☐ The cover image
☐ Always buy PlayStation Pro
☐ The free cheats hotline
☐ The Colin McRae book
☐ Mission Impossible Exclusive
☐ Tekken Tag Team Exclusive
☐ Wipeout Feature
☐ Interested in general contents
☐ Recommended by a friend
☐ Impulse purchase in newsagent

Something else?.....

25. How much do you spend on average each month on PlayStation magazines?

- ☐ Less than £2.50
☐ £2.50 - £4.99
☐ £5 - £7.49
☐ £7.50 - £9.99
☐ £10+

26. Would you pay £2.99 for PlayStation Pro with a free gift on it?

- ☐ Yes ☐ No
☐ Depends.....

27. How important are the following sections of a PlayStation magazine?

	Very important	Quite important	OK	Hardly important	Waste of space
News	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Previews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Features	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tips/Cheats	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Guides	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Letters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ads (mail order)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ads (Software/games)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Peripheral features	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Buyer's Directory	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

28. How would you describe Pro's writing style?

- ☐ Informative ☐ Funny
☐ Childish ☐ In-depth
☐ Condensing ☐ Serious
☐ Shallow ☐ Patronising
☐ Formal ☐ Sarcastic
☐ Opinionated ☐ Sexy
☐ Adult ☐ Too Sexy!
☐ Entertaining ☐ Sexist
☐ Waffling ☐ Boring

29. How would you rate the balance between graphics and text in PlayStation Pro?

- ☐ Too much text, needs more pictures
☐ Just right
☐ Too many pictures, needs more text

30. Would you like to see more or less of the following sections in PlayStation Pro?

	Less	Same amount	More
Cover Story	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Eyewitness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mouth (letters)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tips and Cheats	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Features	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dealer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

31. Would you say PlayStation Pro's Eyewitness (News and Previews) section is:

- ☐ Right on the cutting edge
☐ Up to date
☐ Average
☐ Behind the times
☐ Way out of touch

32. Is the balance between the length of the articles in Eyewitness judged well?

- ☐ Yes, the importance of articles are judged well
☐ No, some articles don't get enough attention, others get too much

33. Should we give more information about what's in the mag on the cover each month?

- ☐ Yes, more info would be good
☐ It would help, but I always look at the contents page anyway
☐ No, just concentrate on the main ones

34. Do you trust PlayStation Pro's reviews?

- ☐ Yes, they always get it right
☐ Yes, they usually get it right
☐ They're OK
☐ No, they sometimes get it wrong
☐ No, they haven't got a clue

35. How would you rate the quality of the information and graphics in Pro's reviews?

	Great	OK	Poor
Information	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Graphics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

36. Do we give the big games enough coverage?

- ☐ No you should give them more
☐ Yes, just right
☐ No you should give them less

37. Do you ever read the PlayStation game reviews in lifestyle magazines (e.g. FHM, Smash Hits, Loaded)?

- ☐ Yes ☐ No

38. Do you trust a PlayStation game review in a lifestyle magazine (e.g. FHM, Smash Hits)?

- ☐ Yes, they know what they are talking about
☐ Yes but I'd look to a PlayStation mag for a second opinion
☐ No, I read PlayStation mags when I want an expert opinion

39. Do you read the Dealer section of Pro?

- ☐ Yes ☐ No

40. Do you trust the information in Dealer?

- ☐ Yes ☐ No

41. Does the information in Dealer influence your buying habits?

- ☐ Yes ☐ No

If yes, How?.....

42. Dealer contains information on a game's quality and its value, what else should we include?

- ☐ Playability
☐ Lastability
☐ Swapability
☐ The information is great as it is
Something else.....

43. How often do you buy second hand games?

- ☐ 2 - 3 per month
☐ Once a month
☐ Once every 3 months
☐ Once every 6 months
☐ Once a year
☐ Never

44. Have you ever called a cheats phone line?

- ☐ Yes ☐ No

If yes, which one?.....

45. Have you ever called the free Pro cheatline?

- ☐ Yes ☐ No
☐ Never heard of it

46. Have you called one of Pro's charge cheat-lines?

- ☐ Yes ☐ No

If no why not?.....

47. Would you phone a manned phoneline for a cheat you really needed?

- ☐ Yes ☐ No

48. Would you be willing to pay £1.50 per minute for this service?

- ☐ Yes ☐ No

49. Do you read Shouts (free ads) in Pro?

- ☐ Yes ☐ No
☐ Never heard of it

50. Would you use Shouts service to buy or sell?

- | | |
|----------------------------------|--------------------------|
| Yes | No |
| To buy <input type="checkbox"/> | <input type="checkbox"/> |
| To sell <input type="checkbox"/> | <input type="checkbox"/> |

51. Do you trade in your old games towards the cost of new ones?

- ☐ Yes, all the time
☐ Yes, have sometimes
☐ No, but might do in the future
☐ Never would

52. Where do you trade your games?

- ☐ In a shop
☐ Through a magazine
☐ Among friends
☐ Don't trade

53. If so how often?

- | | |
|--------------------------------------------|--------------------------------------|
| <input type="checkbox"/> Once a fortnight | <input type="checkbox"/> 1 a month |
| <input type="checkbox"/> Once every 2month | <input type="checkbox"/> 1 in 6 mths |
| <input type="checkbox"/> Twice a year | <input type="checkbox"/> Once a year |
| <input type="checkbox"/> Never | |

54. How often do you rent games?

- | | |
|---------------------------------------------|--------------------------------------|
| <input type="checkbox"/> More than 1 a week | <input type="checkbox"/> 1 per week |
| <input type="checkbox"/> Once a fortnight | <input type="checkbox"/> 1 a month |
| <input type="checkbox"/> Once every 2 month | <input type="checkbox"/> 1 in 6 mths |
| <input type="checkbox"/> Twice a year | <input type="checkbox"/> Once a year |
| <input type="checkbox"/> Never | |

55. Which of the following influences you to buy a game (tick as many as you like)?

- ☐ In store demo
☐ Tips book
☐ Posters/postcards
☐ PlayStation Pro's previews
☐ PlayStation Pro's reviews
☐ Ads in PlayStation Pro
☐ Ads in a lifestyle magazine (e.g. loaded)
☐ Reviews in other PlayStation magazines
☐ Reviews in lifestyle magazines (e.g.Loaded)
☐ Ads in other PlayStation magazines
☐ Ads in lifestyle magazines (e.g.Loaded)
☐ Word of mouth
☐ TV adverts
☐ Price
☐ News

56. Do you ever read the mail order ads?

- ☐ Yes ☐ No

57. How often do you buy from mail order ads?

- ☐ 2 - 3 per month
☐ once a month
☐ once every 3 months
☐ Once every 6 months
☐ Once a year
☐ Never

58. How many PlayStation games do you own?

- | | |
|----------------------------------|----------------------------------|
| <input type="checkbox"/> 0 - 4 | <input type="checkbox"/> 5 - 9 |
| <input type="checkbox"/> 10 - 14 | <input type="checkbox"/> 15 - 19 |
| <input type="checkbox"/> 20 - 24 | <input type="checkbox"/> 25+ |

59. How many of these are Import, Platinum and Second Hand?

	Import	Platinum	2nd Hand
0 - 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5 - 9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10 - 14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15 - 19	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20 - 24	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
25+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

60. How many PlayStation games do you intend to buy in the next 12 months?

- | | |
|----------------------------------|---------------------------------------|
| <input type="checkbox"/> 1 - 3 | <input type="checkbox"/> 4 - 7 |
| <input type="checkbox"/> 8 - 12 | <input type="checkbox"/> 13 - 16 |
| <input type="checkbox"/> 17 - 20 | <input type="checkbox"/> More than 20 |

61. How many of these will be Platinum?

- | | |
|----------------------------------|---------------------------------------|
| <input type="checkbox"/> 1 - 3 | <input type="checkbox"/> 4 - 7 |
| <input type="checkbox"/> 8 - 12 | <input type="checkbox"/> 13 - 16 |
| <input type="checkbox"/> 17 - 20 | <input type="checkbox"/> More than 20 |

62. Which of these do you own/intend to own?

	Own	Intend to own
Memory Card	<input type="checkbox"/>	<input type="checkbox"/>
Rumble pack	<input type="checkbox"/>	<input type="checkbox"/>
Steering wheel	<input type="checkbox"/>	<input type="checkbox"/>
Lightgun	<input type="checkbox"/>	<input type="checkbox"/>
Cheat cartridge	<input type="checkbox"/>	<input type="checkbox"/>
RGB cable	<input type="checkbox"/>	<input type="checkbox"/>
Sony Analogue pad	<input type="checkbox"/>	<input type="checkbox"/>
Multi Tap	<input type="checkbox"/>	<input type="checkbox"/>
Link cable	<input type="checkbox"/>	<input type="checkbox"/>
Scart Lead	<input type="checkbox"/>	<input type="checkbox"/>
Second Sony Joypad	<input type="checkbox"/>	<input type="checkbox"/>
Second other joypad	<input type="checkbox"/>	<input type="checkbox"/>

63. Would you consider chipping your PlayStation?

- ☐ Already have ☐ Yes ☐ No

64. Are you interested in PlayStation news from Japan and USA?

	Yes	No
Japan	<input type="checkbox"/>	<input type="checkbox"/>
USA	<input type="checkbox"/>	<input type="checkbox"/>

65. Which three games are you most looking forward to reading about in the next 6 months?

.....
.....
.....

66. Do you have Internet access?

- ☐ Yes ☐ No

If yes, what is your e-mail adress?

.....

67. Would you take part in an Pro on-line survey?

- ☐ Yes ☐ No

68. Do you look on the internet for PlayStation news and reviews?

- ☐ Yes ☐ No
☐ Didn't know you could

69. Should Pro have its own Website?

- ☐ Yes ☐ No

70. Would you use a service where you faxed a number and got instant cheats back?

- ☐ Yes ☐ No

71. Will you be buying a PlayStation 2?

- ☐ Yes, as soon as I can
☐ Yes, but there's no hurry
☐ Probably at some stage
☐ No way

72. Which of the following do you own?

- ☐ None ☐ N64
☐ PC ☐ Dreamcast
☐ Gameboy/ Gameboy Colour

73. Which if any of the following are better than the PlayStation?

- ☐ N64
☐ PC
☐ Dreamcast
☐ Gameboy/ Gameboy Colour
☐ None, PlayStation rules

74. Will you buying a Dreamcast?

- ☐ Yes, it pisses all over the PlayStation
☐ Yes, but not for a while
☐ Don't know
☐ No, I doubt it but you never know
☐ Definitely not, it's for geeks

75. Would you pay 99p for a PlayStation trading magazine (e.g. AutoMart but with PlayStation games and Peripherals)?

- ☐ Yes ☐ No

Thank you for your time.

Please complete the details below
to enter the prize draw.

Title.....

Forename.....

Name.....

Address.....

.....

.....

.....

Postcode.....

Telephone.....

Any Further comments.....

.....

.....

.....

.....

.....

.....

.....

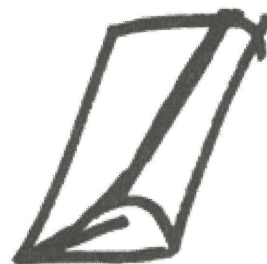
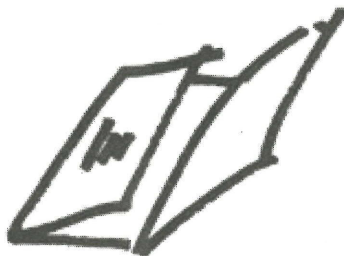
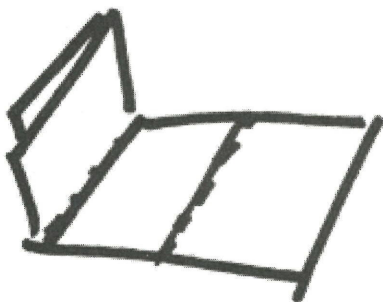
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